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STUNNING EXCLUSIVE

Lemmings

Rated the highest score ever - an amazing 95%. Find out why inside!

AWESOME PREVIEWS & GUIDES

Pinball Dreams • Power Paws • Drop Zone

UNVEILED: Dr Franken - the complete maps

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TINY TOON



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MegaVideoGameFun

NEW

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It's a laugh a minute in the land of the TOONS as Buster Bunny™ attempts to rescue his girlfriend Babs, who has been kidnapped by the dastardly Montana Max™. Beware of traps, moving floors, switches & doors as you guide Buster through haunted forests, secret chambers, pirate ships and wackyland in his hilarious quest to rescue Babs.

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- System: NES

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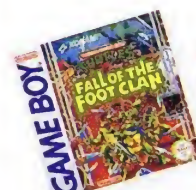
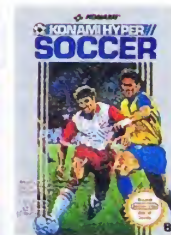
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F&P 92/285 P1

Merry Xmas!



The GB Action crew would like to wish you all a scrumptious Christmas and a funky New Year.

In the only Game Boy mag in the world you've got tons to look forward to in 1993.



Not just a stocking filler, GB Action is the essential add-on for your Game Boy. Santa would approve. We won't mince pie our words!



Content

MORE GAME BOY REVIEWS THAN ANY OTHER

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Thanks to Psygnosis for supplying us with the cover artwork



Christmas is upon us, but the GB Action team will not be indulging in lardy thigh-making nosh and mind-fuzzing booze! So as you tuck into the turkey, just think of us!

GB Action munches through the most questionable of games and picks them down to the bone. Sure to knock the stuffing for six.

Lemmings 20

When it comes to awards, Lemmings has gongs galore. Now their penchant for bungy-less base jumping reaches the Game Boy.

Game Busters 49

Tips to improve your game, cheats that'll get you through seemingly impossible circumstances and otherwise insurmountable obstacles. Invincibility within your sights!

Cheats 49 & 54

Tasty tips and hot hints to some of the latest and most competitive games around. Concise and comprehensive info.

Players Guides 50 & 53

in a nuts and bolts guide to game completion we strip down Elite's epic horror story, Dr Franken. And to show that we're not as tight-fisted as Scrooge McDuck, we present the very last game-busting guide to Duck Tales.

ts

ER MAG



Off the Wall 62

Time for angrys of Anglesea, baffled of Bognor and miffed from Milton Keynes to put pen to paper. Whether your letters be amusements or abusements we need your feed-back on any issue!

Public Eye

Your chance to be in print!
Write a 100 word review.

News 6

Giving the game away?
We report first on the ultimate in cheating, the Game Boy Game Genie. On NES it was the top selling toy in the US but are Game Boy owners really the cheating kind?

- Cool World. News of Ocean's licence of this cartoon caper movie.
- Yummy confection, Crunchy offer... you could win another Game Boy.
- Superb Star Wars comic series launch news.



Compos 11 & 57

Courtesy of Ocean, a tempting Lemmings competition. Five Game Boys and ten copies of Lemmings up for grabs. From Accolade, 25 Universal Soldier videos must be won!



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news

Star Wars Comics

It's been 15 years since Star Wars hit the cinema screens but there's been a recent resurgence of interest in the record-breaking trilogy. Look for the stunning GB Action review on page 12 of this very issue.

As well as computer games, Luke, Han and co have become the stars of a new monthly popular comic book series called Dark Empire and published by Dark Horse International.

Featuring a chapter and background features on the new Star Wars saga, the comic also includes an Indiana Jones story and news of George Lucas' latest projects.

The comic has already sold over half a million copies in the US and is available in newsagents or by subscription from:
Subscription Dept, Dark Horse International, 16-24 Underwood Street, London N1 9EF.



Cooking

Daft name, but what about the game? Well, the scenario's just as daft as the name. The world's egg supply has gone missing and been taken to wacky Wild World.

Our bionic-beaked Alf has to recover the eggs against the clock – it's a sort of modern day Pacman but with a heap of fowling around put in there. To be published by Mindscape in March '93.

Cool World

Licensing a game from a movie which was one of the biggest flops of all time might not sound like a smart move, but these deals are often made at the drawing board stage and with curvy Kim Bassinger on the cast it must have seemed like a dead cert.

There have been occasions when a great game has sprung from an abysmal film, Hudson Hawk on 16-bit being an example.

In the States, this much-hyped box-office flop combined cartoon with the real world, a sort of Roger Rabbit meets Tron, but not nearly as good as either.

Cool World is on cinema release from December 18th. The Game Boy's lack of visual and sonic clout means that a lot of what the movie hoped to deliver, but didn't, will be lost on the little screen anyway.

This might be a blessing in disguise as, hopefully, this will be one movie licence where gameplay is the first consideration. Ocean is to publish this arcade/adventure in May/June '93.

GAME BOY TOP TEN

- 1 (-)Super Mario Land 2
- 2 (2).....Super Mario Land
- 3 (1)Terminator 2
- 4 (7).....WWF Superstars 2
- 5 (-)Bart/Juggernauts
- 6 (-)Super Hunchback
- 7 (3)Bart/Camp Deadly
- 8 (-)Golf
- 9 (5)Motocross Maniacs
- 10 (-)Dr Franken



Thank C



Thank Crunchie it's Friday or Saturday or even a Monday morning blue for that matter as Nintendo join forces with Cadbury to launch their second major Game Boy/Crunchie tie-in.

The promotion, running through to the end of January, follows the instant win mechanism route.

Just peel back the choccie

Spider-Man 3

Three wall crawling Spidey games in rapid succession? The webbed one seems to be suffering from a nasty dose of the trots... and in that suit - yeesh!

Top design house BITS succeeded in capturing the true athleticism of the Spidey sprite in the excellent web'em-up sequel. Being a bit proud of it, a trequel was inevitable really.

The actual episode that the team has chosen for Spider-Man 3 is a closely guarded secret for some curious reason, but rumour has it that Peter Parker is in a truly life-threatening situation.

Could this perhaps be the end of the webbed wonder? You'll have to wait until the spring of 1993 to find out.

Published by Acclaim.

Compos

The lucky winners of the five competitions run in issue six of GB Action have all been sorted out and the chosen entrants for the Mario bike blasters, Handy Boys, Konix Game Boy Holsters, Star Wars videos and Shamen Boss Drum CDs - have reason to be happy.

There's too many names to mention here, unless you want to be bored silly, so you'll just have to wait and see if that early Christmas pressie plop through your letter box comes courtesy of GB Action.

Game Genie



A game will always dictate the way you play it, if you want to win that is, but now all that is due to change.

Everyone will get the chance to play the game THEIR way with the arrival of the Codemaster's Game Genie from Hornby Hobbies, priced just under the £30 mark, and set for a UK launch in February.

The Game Genie, like Dattel's Pro Action Replay, allows the player to enter certain codes for infinite energy, extra lives etc and cheat away to high heaven to attain that sometimes elusive super solution.

The beauty about the Game Genie is that it also acts as an enhancer, getting up to all sorts of funny tricks. You may have already finished a game, but no need to chuck it to the back of the drawer under the undies.

Simply slot the cart into the back of your 'Boy, consult the dinky codebook, brimming over with at least three codes apiece for up to 150 games, and choose the effect you'd like to generate.

You can make the hero of the game punch harder, fly instead of run, multiply or, as is the case for Super Mario Land, cause Mario to walk through walls. Baddies may also be toughened up.

The codebook snuggles into the back of the Game Genie and you can obtain new codes for the latest games from a telephone help line as well as programming/discovering your own codes. It uplifts your game with a comprehensive range of options and that additional squeeze of zest.

Red Nose

March, a time for madness, a time for Beetles, Skodas and Escorts to adorn their front end with a little red nose, and time, once again, for another Red Nose day organised by the wacky guys at Comic Relief.

To tie in with all this merriment, Ocean are initiating a Play a Game for Red Nose Day venture and a fiver from the sale of every game will be donated to help raise funds for charity work undertaken in Africa and the UK.

The game, billed as being 'wickedly funny', is available on the Amiga, PC and ST as from January and will be converted to the Game Boy over the next couple of months. It goes by the name of Sleepwalker.

In it various Comic Relief celebs assume roles while the grand master of mirth, Lenny Henry, lends his raunchy tones for voice overs and sound FX.

Says Ocean Software chairman David Ward, "They have identified the games medium as a perfect way to reach a huge audience", the message being to get games players involved in the fundraising business.

Buy the game, challenge your friends, get sponsored. It's all in a good cause.

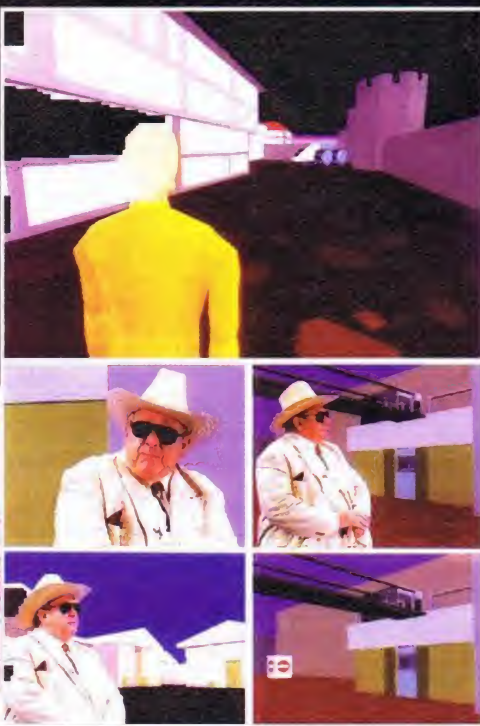
Crunchie



wrapper to see whether there's a special Game Boy logo inside, telling you whether you're just one of a grand total of 1,000 lucky winners.

Look out for the infamous moustachioed Mario on single Crunchie bars and also on multi-packs. Something to chew over...

CYBERZONE



VIRTUAL REALITY

Piercing the sharp end of TV, the world's first Virtual Reality programme, hosted by Craig Charles, is running from January 4th for a 10 week stint on BBC2.

Games, technology and computers needn't be a cult phenomenon. Although it has taken nigh on four years to bring the stunning Cyberzone set to fruition, maybe now is the right time to introduce new concepts.

Virtual Reality provides an interactive, bordering on theatrical,

experience. Bringing it to prime time TV could generate an acceptable interface between generations, persuading parents to reevaluate their criticism of computer gaming as more than just a secluded form of entertainment.

The show aims to draw in both player and viewer as it illustrates the interactive experience of VR.

Two teams are projected into the recycled arena known as Cyber Swindon and the link between the real and the virtual world is cemented when the players move onto the mobility station and into a whole new dimension.

A huge bank of computers translates their every movement onto the huge video wall, adapting to the players' direct behavioural input.

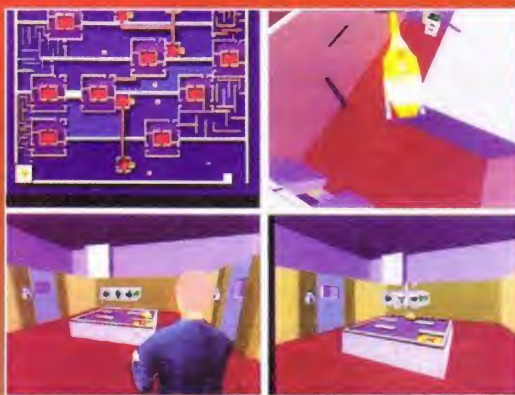
Look up and they see a ceiling, look down and they see a floor, look outside and a landscape of some description appears.

Datasphere

Contestants compete against the clock and each other as they try to wriggle out of tight corners and solve puzzles, watched over by the wilful eye of the computer mega brain thesp played by veteran actor James Grant, otherwise known as Inspector Morse's boss.

Chroma-key cameras and stereo sound serve to further heighten the sharing process.

Why, though, has it taken so long to transfer the experience from the monitor to the medium of TV?



Well, the quality of the real-time computer graphic images have not been of a high enough resolution and quality to be appreciated by a TV audience accustomed to better quality sequences and textures.

Nevertheless, the British company Dimension International, providers of the Superscape system for the programme, believe it's now appropriate to take a leap forward.

The kittenish character of Virtual Reality is still evolving but interactive pleasure is paramount.

It's an advanced adventure gaming experience requiring razor sharp reflexes, owlish wisdom, strategy and team participation.

VR won't be tucked up with a hot water bottle in solitary confinement as Cyberzone aims to become the blast from the future.



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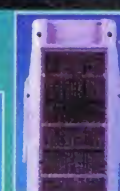


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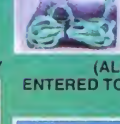


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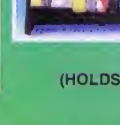
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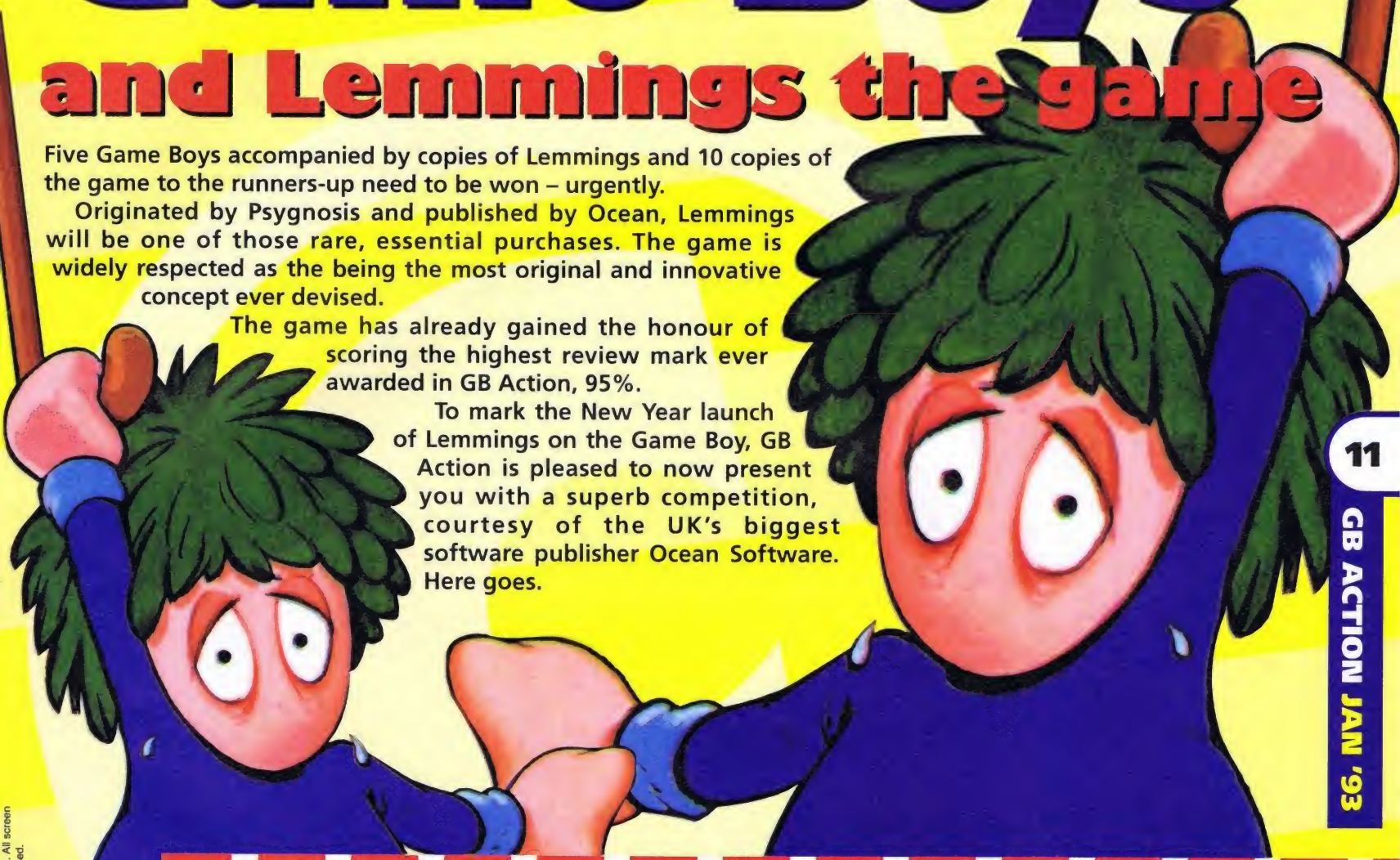
Game Boys and Lemmings the game

Five Game Boys accompanied by copies of Lemmings and 10 copies of the game to the runners-up need to be won – urgently.

Originated by Psygnosis and published by Ocean, Lemmings will be one of those rare, essential purchases. The game is widely respected as the being the most original and innovative concept ever devised.

The game has already gained the honour of scoring the highest review mark ever awarded in GB Action, 95%.

To mark the New Year launch of Lemmings on the Game Boy, GB Action is pleased to now present you with a superb competition, courtesy of the UK's biggest software publisher Ocean Software. Here goes.



11

GB ACTION JAN '93

Entries to be in by 30th Jan 1993. Send them to:

**Lemming Compo, GB Action,
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The Lemming is the butt of many a joke, and here are a few lame ones we came up with.

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Surely you could do better. Just send in a Lemming joke, limerick or pun and you could win a Game Boy and a copy of Lemmings!

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REVIEW

OFFICIAL RELEASE

Let's take a trip to a galaxy far, far away and do fierce battle against the towering might of the dark Empire in the epic and much loved saga known as Star Wars...

STAR WARS



12

GB ACTION JAN '93

At long last interest in the Star Wars trilogy has resurfaced and along with it new games and, to top it off, parts seven and eight of the book are now out on the shelves!

Star Wars has the rather odd distinction of being part four of the story. One to three are yet to make an appearance.

Blasting you straight into this arcade adventure is a nifty little starting sequence, complete with opening credits and a wicked Star Wars theme.

Does the name of this bar look familiar? Pop inside to find Han Solo and head for Alderaan



The game itself is loosely based on the film with a few extra levels bunged in for good measure.

You start off by controlling the hero Luke Skywalker who is out and about on his Land Speeder in the tough desert terrain of Tatooine.

Rescuing R2-D2 is the first order of the day which involves locating the Sand Crawler owned by the infamous Jawas.

Feel The Force

Once inside it's a platform romp all the way, dodging falling rooftops and the ever present Jawas. If you've collected the blaster from the first cave you entered, the game is a whole lot easier.

Success depends upon rescuing R2 whereby you will receive a message in the form of an end-of-level screen.

There are a whole bunch of different caves for you to explore on the planet, each with their own weapons, shields and Ben Obi Wan Kenobi making an appearance at the exit to one of them.

Once the team is ready for the journey into the Alderaan system a pilot has to be found to carry them there. Yep, enter Han Solo.

Find the Cantina and you'll

witness that very same tune from the movie, complete with a band of oddities in the background.

With every single level, where appropriate, the music changes making as good an effort at the original soundtrack as possible.

This makes a change from your everyday action style tune which goes on and on, never changing pace or tone.

As mentioned earlier, the game is loosely based on the movie but there are a few unfamiliar levels to explore. These include platform

levels in the Sand Crawler and the caves on Tatooine.

Flight of Fantasy

The most ginormous platform game is on board the Death Star with what seem to be hundreds of similar platforms and no points to gauge exactly where you are.

R2-D2 can plug into the Death Star's main computer network but is unable to get a layout of the levels on board.

This leaves our hero with a slight problem – where is the Tractor

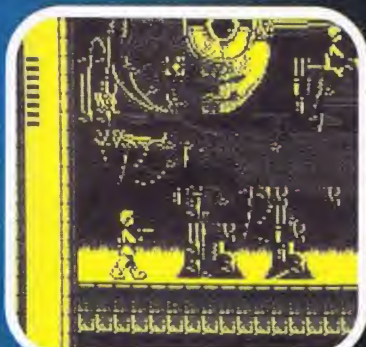
2nd OPINION



Harrison Ford and the Star Wars trilogy make fabulous entertainment and now the game comes stormin' through on all cylinders. All the characters are instantly recognisable, scenes are beautifully presented and theme tunes ring true to the movie too. With a lovely learning curve thrown in it combines platform, beat'em-up and adventuring elements with enough lastability to make a puzzling challenging that in no way lets the Star Wars side down.

Sharon

Alderaan has been blown away by the mighty Death Star. Some nifty dodging of the asteroids is needed before ending up...



...On the Death Star. It's wrinkled brow time trying to rescue Princess Leia and escape again...

...Before going anywhere though the Tractor Beam has to be put out of action! The biggest dilemma is actually locating it



DATA

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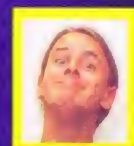
PRICE

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COMMENT



If it's a challenge you want, then you can't go

wrong with Star Wars. Neat graphics and some of the best music I've heard make this one of the most complete packages yet. I'm still pulling my hair out trying to suss one of the platform levels I've attempted hundreds of times. One thing I'm disappointed with is the light sabre which has no power of any kind. All the same, it's quite simply a blast. *Andy*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL
92%



Beam situated and, even more importantly, where is Princess Leia held captive?

Once this problem has been resolved it's time to figure out how to get back to the Millenium Falcon and escape the Death Star.

Star Wars, if you haven't guessed by now is as epic a game as you could possibly think of for the Game Boy.

It's not just a run around, blast everything in sight kind of game. You'll need plenty of time, patience and skill to make the percentage.

On the downside, (or is it good? You decide), there aren't any codes available for continuing the game so once your continues are used up, you'll have to begin the quest all over again.

Choose between the characters to find which hero is most effective for you. Personally I always go for Han Solo; he is the only one of any use really as he carries a painfully powerful blaster at his side.

Graphically Star Wars is a huge challenge on the eyes, in the best

possible way, and the controls are simple yet effective. What more can you ask for in a game?

Ultimately the Death Star must be obliterated to make the galaxy safe from the Empire's force.



On your travels you should come across the Sand Crawler. Loads of platforms later and R2-D2 can be found

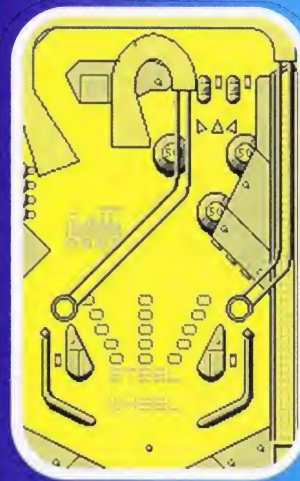


Caves seem to be quite a common thing on Tatooine. Some contain extra energy and shields. One hides Obi Wan



When Star Wars was released to the general public in 1977 director George Lucas hid himself away in Hawaii with fellow director Steven Spielberg. He was convinced that the film would be a flop and no one would like it. Star Wars went on to become one of the top ten grossing films of all time. The sequels also made this achievement on their release in 1980 and 1983.

PREVIEW



The aim is to hit tons of targets for tons of bonuses

PINBALL DREAMS

The Game Boy was made for Pinball. The formula makes for excellent hand held entertainment. Exclusively we take a peek at what's predicted to be the hottest table game yet.



Portable pinball, bound to knock the little cotton socks of the competitors

combination of nails, holes and of course ball-bearings which even today's machines still rely upon.

The pinball games available at the moment resemble more those traditional machines but Digital Illusion's aim was to simulate the machines of today.

To be published by 21st Century, Pinball Dreams features four very different tables each designed by four top pinball players to stretch your table talents to the max.

The tables were produced as separate projects by different teams who were bitterly competitive in producing the most featureful and realistic pinball experience.

return of the ball and getting the correct speed of the ball depending on how fast it comes off the flippers and bumpers.

Once the mathematics had been done, the rest of the project was pure indulgence as the team began to implement all the table features they had dreamed about. The title for the game was obvious.

The tables move from Ignition, a high-powered space environment, through to Steel Wheel, an epic railroad theme set in the Wild West.

There's even a Rave table where you climb to the top of the charts, contrasting sharply with the evil nightmare of a horror spectacular.

Pinball is a tried and trusted formula and now Pinball Dreams will take it many steps further.



Remember Pocketeers? In the late '70s this sudden craze was the forerunner of the sophisticated hand held entertainment of today.

The most popular of these was Pinball although, of course, the features were very basic.

But now, Swedish design house Digital Illusion, in association with top design house Spidersoft, have produced Pinball Dreams, a highly sophisticated Pinball simulation which presents some of the incredible effects and ingenious features which have kept Pinball a top arcade attraction.

The first pinball tables appeared in the 1920s with a

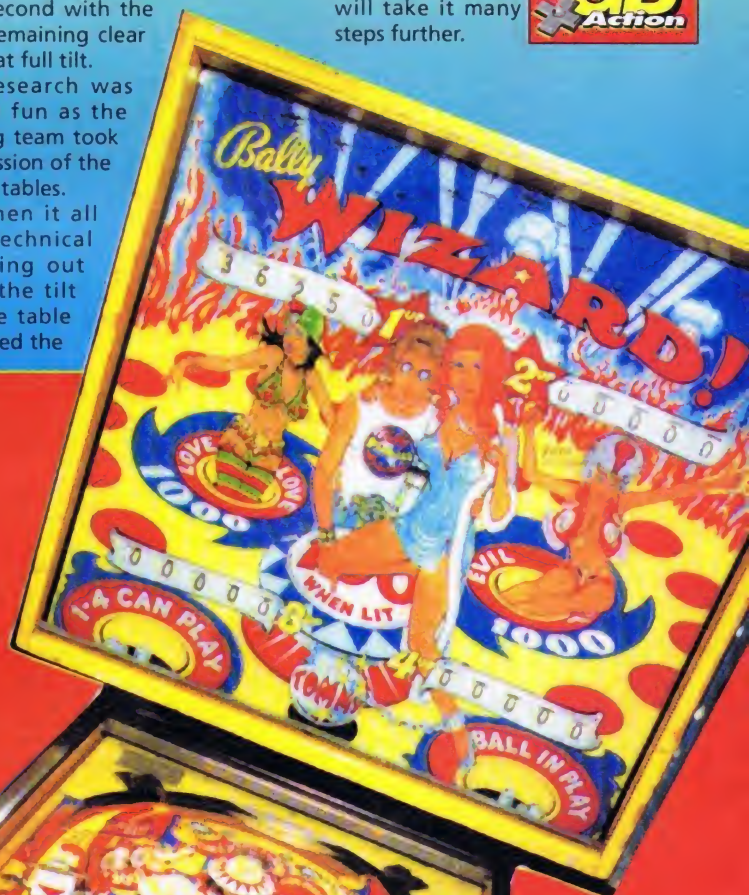
Wizard

Even though Pinball seems like a simplistic environment, Digital Illusion employed leading-edge technology – the game runs at an impressive 50 frames per second with the ball remaining clear even at full tilt.

Research was great fun as the strong team took possession of the latest tables.

Then it all got technical working out how the tilt of the table effected the

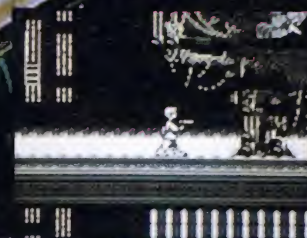
Smooth and silky ball movement, appropriate sound FX and great presentation



STAR WARS®

"A superlative platform game that contains all the thrills, spills and drama of the blockbusting Sci-Fi film - A must buy !" 89% NMS

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REVIEW



AMERICAN IMPORT

Tetris is renowned for being the most addictive and ideally suited game for the Game Boy. Not a day goes by without seeing a so-called 'star' waxing lyrical about it in the tabloids.

Who needs huge screens, plug sockets and a 32,000 colour palette when frustratingly entertaining gameplay at its best is a palm away.

And now it brags a partner in

crime with the arrival of Wordtris, most aptly summed up as Tetris but with letters and words or, alternatively, on-the-move Scrabble.

Instead of different shaped blocks falling down, you have an array of letters which have to be slotted together in rows, both horizontal and vertical, in order to form words.

This done, the row vanishes, your score increases and you move

Move over Tetris and Mario can get lost too, Wordtris is all set to knock you off your pedestals. Does it merit any more than a bronze though...?

DATA

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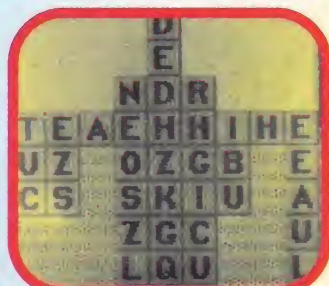
PRICE

● £23.99

RELEASE DATE

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WORDTRIS



Getting tougher by the second

on to higher and more intellectually challenging levels which require faster mind to finger co-ordination and on-the-ball vocabulary skills.

Word Up

There are 10 levels in all, each progressive one requiring more letters before it will accept a word.

On level one you only need, say, three letter words whereas on level eight as many as eight letter words can be required.

As expected, the pace quickens in relation to this, causing a whirlwind flurry of activity as your brain burns but you can't quite manage to get the letter block in the right place on time.

The screen gradually fills up until it runs out of breathing space and you have to start again.

As with its board-game counterpart, Wordtris includes a wild card block, defined by a

question mark on it. Quickly change it to any letter you desire and then slot it into place.

On top of this is also the cherry bomb which blows up the block you steer it to land on, thus getting rid of those awkward letters like X or Q, and the dynamite stick which does a more thorough job, blasting away up to four connected blocks at a time.

Although vocabulariously wordtabulous, I do have one small problem with Wordtris. Being an American cart it, naturally, recognises all sorts of weird words from across the pond that I never knew existed.

Because of this, word formation is often a chance happening and total control of the whole set-up is taken out of your hands as new terms pop up out of nowhere.



Form a word, it disappears. Fail to get lucky and the well fills up

COMMENT



Wonderfully simple to play and simply wonderful in

getting you hooked, Wordtris will be one of those games that'll just keep bobbing on and on without ever losing its appeal or becoming dated. That said, it still can't quite topple Tetris off its perch. So, if you like Tetris, Word Zap and other wordy games, this excellent gem will undoubtedly rate as a worthy addition to your game library.

Sharon

A 'P' please Bob



One or two syllable words will do just nicely to earn you the score you need to make progress

With the control pad, manoeuvre the 'O' into place. Knock out the 'C' maybe to form the word TOO



SCORE

GAMEPLAY

●●●●●●●●●●●●●●●●

LASTABILITY

●●●●●●●●●●●●●●●●

PRESENTATION

●●●●●●●●●●●●●●●●

OVERALL

90%

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DATA

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RELEASE DATE

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Mindless violence= Brill game

REVIEW

OFFICIAL RELEASE

More crunching battles in outer space with endless numbers of enemy crafts to destroy. How come you never seem to have a huge fleet of ships and the enemy always has hundreds?

NEMESIS 2

Apparently, the latest odds on your survival are 1,000, 000 to 1. That's just to get you in the right frame of mind for the dangerous mission ahead. Still, there's no turning back now, jump in your cockpit and give it your best shot. Yes siree, it's shoot'em-up time once again and this is an updated version of the original power packing frenzy of destruction that was Nemesis.

The mission begins when your ship is rocked by the oncoming onslaught from enemy doomships.

Some hasty improvisation is called for and you decide the best escape route is through the asteroid field ahead.

If you come through the asteroids unscathed you will soon be deep within enemy territory and begging to be sat in front of the telly watching Eldorado. That's how much you will want to be out of the battle zone.

A choice of weapon at the start of the game allows you to pick between either a single forward firing missile or a

backward one. Both reach the floor and ceiling, thereby annihilating all obstacles in their path.

You aren't awarded them at the start though because, as with anything in life, you have to earn them. By collecting the power-up items and selecting them is the only way to obtain these little beauties.

Other options to assist you are a laser beam, a ghost fighter which shadows your ship and a force field. Use these in the right combination and you will be practically indestructible.

Earn Your Crust

The only drawback is that the force field will be rendered useless if hit three times and the only way to get it back is by collecting the power-up items all over again.

If your spaceship seems a bit on the sluggish side to begin with it is deliberate. You have to collect the items and select speed-ups to make your life simpler.

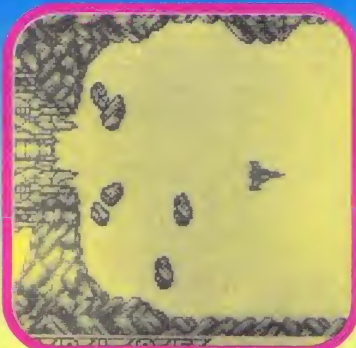
Also on offer are skill levels, easy to hard, and for those among you who try to make their game a little easier, there are options for rapid fire or normal firing blasters.

To keep people who don't happen to be as good at the game as others interested, there is also a practice mode where levels one through to four can be selected. So it's possible to be amazing at the second level and a complete dropout at level one.

Along with Parodius this is one of the best shoot'em-ups for the grey box and well worth a try.

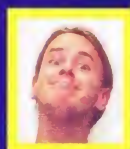


Power-ups help through here



This space chase starts the game off. The huge ship can't fit through here

COMMENT



Although Nemesis 2 isn't the most original game ever to be seen, it still blows away a vast majority of the competition currently available. The graphics are, not surprisingly, excellent and there is no noticeable screen

blur despite the rapid pace and massive number of enemy killing machines. There is an awesome ditty in the opening chase sequence which gives the player a feeling of the danger which is rushing up behind you at speed. Can I go and watch Eldorado now?

Andy

SCORE

GAMEPLAY

●●●●●●●●●●

LASTABILITY

●●●●●●●●●●

PRESENTATION

●●●●●●●●●●

OVERALL

87%

19

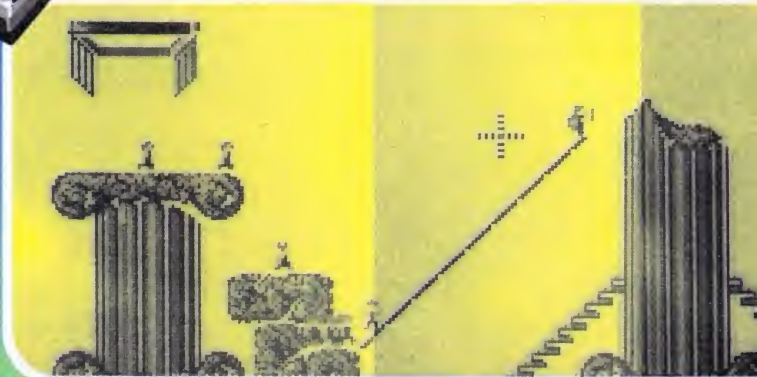
GB ACTION JAN '93

REVIEW

OFFICIAL RELEASE

Emergency stop, Lemmington Spa approaching. There's a bunch of gormless looking rodents playing follow-my-leader on the track. Only you, brave Samaritan, can stop them from impending genocide...

Yum. Lemming



LEMMINGS

Lemmings on the 16-bit knocked players into touch with what real inventiveness in terms of characterisation and game-play meant.

Voted best-selling release in 1991, it broke the staid platform mould with a stonkin' great sledgehammer, cunningly reversing the traditional gaming objective.

Since then the teeny blue frocked rodents have refused to lie low. Even the Game Boy has no hiding place.

Instead of shooting and thumping every last midget on the screen to bits, you now take on the somewhat unexpected role of saviour as you attempt to rescue the creatures from pureeing themselves to lemming curd.

The clots, bless 'em, take esprit de corps just a little too seriously and, being the turnip brains that they are, will follow each other off cliff tops and into oceans with gay abandon and squeals of euphoria.

It is up to you to nominate individuals for certain tasks. The chosen few carve a clear way for their comrades who then dutifully follow suite to the exit.

There is a grand total of 100 levels in all which consist of four different categories. The first 25 are fun, the next 25 are labelled as tricky, then comes taxing and, the real killers, mayhem.

Lemmings are actually real rodents of Norwegian origin. They have a lot in common with goldfish who have a memory span of just three seconds. They greet each circle of their bowl with new born wonder. Lemmings too have a short circuit memory with their tendency to forget that following the moron in front is not all that conducive to preservation.



Each come with their own password, certainly an asset, but don't be mistaken into thinking it's all going to be plain sailing.

Even those levels in the so-called fun section can have you stumped for ages although, by rights, they should merely act as omens, just about permitting you to limber up for the real triple back flip brain contortions later on.

Get to the last severe knickers in a twist quarter, real enticement for much procrastination and Jimmy Hill chin stroking, and your nearest and dearest lives will in no way be worth living.

Jif Lemming

Adding that special wry sense of humour to the proceedings are comments on your success or pathetic failure upon ending a level and also hints as to which type of lemming to make use of in a particular circumstance.

The climber will scale steel pillars and cliffs, floaters release a brolly on their descent to prevent them from being battered to bits on ground contact, blockers create a barrier for all their comrades, and so on.

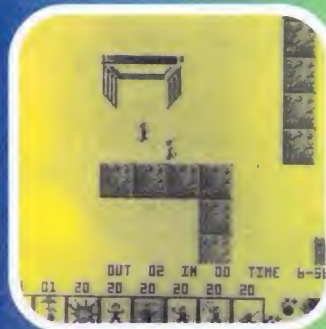
To create more space on the screen, the menu displaying all the skills able to be transferred to the Mr Bean distant relatives is hidden.

The 'B' button accesses it and all you do is move to which skill you, poor deluded soul, think to be appropriate, then put it into practise

2nd OPINION



How could anybody possibly have anything against the cute little creatures known as Lemmings? Not me matey! It's a good thing the conversion of the game from the 16-bit original is just as frustratingly excellent. All the classic options are still here for you to use to their full extent and although it's sometimes cluttered with the tiny Lemmings and difficult to see on screen, this will undoubtedly have you pulling the remaining hair from your head before long. Of that I'm certain. *Andy*



Released from the hatch, a barrage of little cuteys toddle off to either suicide or salvation



Convert a lemm into a bridge builder and watch him go as he paves a way for fellow rodents

meringue pie



Real-life lemmings are reputed to walk to their doom into the sea come migration time. If you told them to jump off a cliff they'd most probably kindly oblige. It reeks of George Orwell's 1984 really doesn't it. They're the proles dominated by Big Brother, the absent yet ever present power on high. If you told them that two plus two equals five they'd nod their heads in agreement too.



by moving the little box over the chosen one. A press of the 'A' button and off he goes.

The paws permit you to pause (groan) while you scroll around the screen taking in all the unwelcome obstacles and booby-traps that need to be by-passed.

To further complicate the matter, a time-limit is in operation. Just when you've got it sussed and

things are running smoothly, the dead lines smacks you in the chops. Amusing, eh?

With only a set number, or none at all, of, for example, diggers or floaters to use, it's essential to use your supply sparingly because, once exhausted, it's slice of lemming time.

Now chance for a retry with you, hopefully,



C'mon Lemm Me At 'Em



DATA

SOFTWARE HOUSE

● OCEAN

SUPPLIER

● OCEAN

PRICE

● £24.99

RELEASE DATE

● OUT JANUARY

COMMENT



Lemmings on the Game Boy would seem to be a dubious

concept because of the sheer tinyness of the sprites. Nonetheless, the programmers have done a canny job in the conversion from the 16-bit and the loveable rodents retain their unique characteristics and wry humour to a T. A brilliant game, tough but fun, and sure to have your brain bounding about like a daft beggar. Sharon

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

95%

Lemmings



more au fait with the tactics required to ensure salvation.

Indeed, many, many times will you commit an almighty blunder. Just to get your own back and let you glow with a rosy smugness, a doomsday button is always available.

Let it uncannily stray to your finger tips... Oh no! Three... the Lemms' lives flash before their eyes (not that it would take long, it hasn't been exactly stuffed with variety has it)... two... they rattle the pea in their brain ... one... with an anguished squeak they think it's all over, and it is now. Thunder lemmings are gone.

Lem Sip

Logic and preplanning are the keys to overcoming some really tortuous terrains. Often the way to success is so simple that you'll kick yourself

for being such a daft aper.

It's easy to be mistaken into having the dozy articles tunnelling away and blowing themselves up when all they need do is aim straight for the shins and build a sturdy bridge or something equally as simple.

The number of lemmings varies in every level from as little as two to dozens and dozens of them chuffing their way round and about and getting you all panicky.

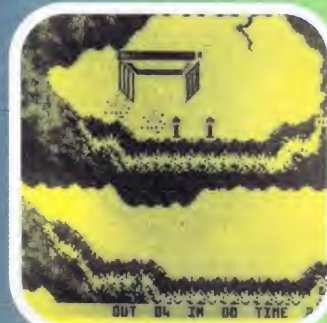
Pumped full of fun tunes – How Much is That Doggy in the Window side by side with Oh Little Town of Bethlehem spring to mind, this is guaranteed to just last for eons and comes across as a must-buy title.



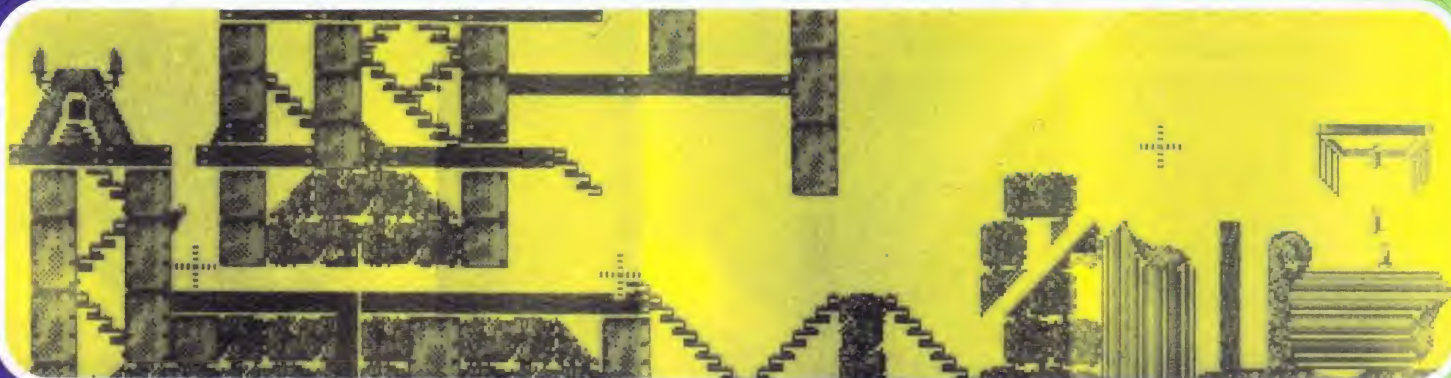
YOUR TIME IS UP
YOU NEEDED
YOU RESCUED
DOCK BOTTOM! I HATE
FOR YOUR SAKE TO
YOU NUKED THAT
LEVEL

Oh dear, another miserable failure as time runs out. At least you get the chance to try again

Off you go, only 99 more levels to torment you as you plough through puzzle after puzzle



Sore throat? Cold? Take a sip of Lemm



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REVIEW

OFFICIAL RELEASE

Hasta la vistaring his way around the entertainment industry, the man of the monosyllabic words but poly-wadded bank balance once again puts his driving force behind a new screen release.

THE ARCADE GAME TERMINATOR

24

GB ACTION JAN '93

Never mind the Game Boy being on the tidgy side, the potential of it dwarfing other hand holds in terms of gameplay is huge. Yet a question mark hangs over whether the transference of the 'real' world of the T2 movie to the imaginary world of the Game Boy can produce anything like an out-of-this-world experience.

Thankfully Acclaim's latest Arnie offering doesn't come across as a blatant rip-off of the first Terminator game. For a start, the bulging bully boy, no doubt remaining lofty on his perch on high, doesn't even deem to make a

guest appearance to us mere plebs.

Mirroring the impersonal and automated world in which the Terminator finds himself, the fulcrum of the action hinges on a lone target sight, giving a real sense of the first person perspective.

Eye, Eye

Easily animated with the control pad, your objective is to direct this sight around the screen, place it over a hostile target, and then let all those gripes you've been nurturing all day splatter forth with a vicious hammering down on the fire button.

Ensuring utter humiliation of



Liquid nitrogen, mm. You'll find your lives slipping through your fingers if you don't get to catch the bloke rolling around on the floor



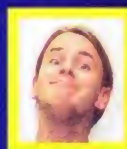
Shatter all the windows before being able to move on

A bubbling battle ensues as you grind bullet holes through the wood, both of the furniture and the blockheads chasing you



Collect the revolver for a power-up, then place the sight over the attacker before he turns to hail blows down your gun barrel

2nd OPINION



With an immense rush of adrenalin and your trusty laser blaster at your side, T2 is a head-on attack of ultra violence. Nothing more, nothing less, but hey, that's all the film is too. Although it can't live up to the arcade original it still rates as an excellent conversion, even if occasionally you lose your target among the mish-mash of explosions, terminators and missiles hell-bent on ruining your day. Machine-gun sound FX are pretty realistic considering the GB's limitations. *Andy*



The first major man versus machine confrontation



And another end-of-level demon to destroy. Knock its head off

mission is the bloody battlefield. 'Copters overhead and lethal fire bubbles must be wiped out before reaching the big tank that replaces the normal end-of-level guardian.

Knock its head off and then you're free to proceed to the human hide-out section.

Infiltration units have been reported and it is imperative that all human life be protected.

Enemies loom up like spectres

for the taking, all the windows must be blown out before continuing.

And then comes a big resilient tractor thing, as difficult to disintegrate as it is to engage Arnie himself in an all-consuming philosophical conversation.

A very scrawny Sarah and John are then shoved in a SWAT van with a truck filled with liquid nitrogen and a T-1000 in pursuit.

TERMINATOR 2

and drop down from higher levels and frenetic action is suitably accompanied by furious gun-toting sound FX.

Machine Phlegm

At the end of each level you are told your degree of accuracy regarding enemies killed, the number of human casualties, I've (un)successfully amassed as many as 15,000 in one sitting, bonuses gained and terminator status, usually excellent.

And then on to section three in which John Connor leaves the hide-out and ventures on to reach Skynet. Alien craft appear out of the blackness and big containers have to be destroyed.

Get right to the heart of ground headquarters, immobilise the cyberdine systems and take a sprint through what resembles a huge electric shop.

Blast the hi-fi systems, guards and disable 'copters and men hanging from ropes outside the window.

In Skynet area one windows break open to launch bubbles while baddies and bombs make a cat-walk entrance. With lots more power-ups there

And so the story unravels. Throughout, a gritty realism pervades the graphics and although backdrops, on the whole, are pretty well illustrated and try to include a bit of variety this comes at the price of reducing the sprites to mere blobs, and indistinct ones at that.

It's all too easy to lose track of where your sight actually is in all the bleakness and by the time you've squintingly located it you may well be dead and have the undertakers at the ready.

It's enough to cabbage anyone's head if they stay with it for long.



Bring down the helicopters and burn holes in the containers en route



Images of Arnie pop up distracting you even further as you shoot away

the enemy is really all there is to gameplay – pure, unadulterated and quite shameless blasting of everything within sight.

It all becomes really bland and monotonous after the first few levels but, then again, I suppose that if you like nowt better than a bit of bully come Sunday tea-time it should work for you.

Just remember to keep out of the red blood baths and into the black attackers.

The action itself takes on the format of a left to right scrolling action game.

Loosely following the plot of the film, the setting of the first

DATA

SOFTWARE HOUSE

● LJN LTD

SUPPLIER

● ACCLAIM

PRICE

● £24.99

RELEASE DATE

● OUT NOW

COMMENT



Thuggery – it's not big and it's not clever, but if your

pressure cooker's at screaming point and you really need to rebel, then you could do worse than take it out on this frenzied ground-based shoot'em-up. You do need to be an unswaying fan of the genre to appreciate it to the full though since there's no extra twiddly bits to enhance/detract from the sheer intensity of it all.

Sharon

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL
76%

REVIEW

OFFICIAL RELEASE



Krusty watches on as Bart uses his ultra modern rat trap to crush the rats and clear the room



Dazed and confused after a rumble with a rather large looking snake. A large boulder will put an end to his antics though. Revenge is sweet

Acclaim's latest Bart extravaganza is based on everyone's favourite game show host, Krusty the clown. Can you help round up the rodents and doom them to an early grave?

KRUSTY'S FUN HOUSE

Krusty, strange name for a clown really, but there you go! Bart's favourite host is out and raring to go to save his Fun House from the plague of rats that have invaded such a humble dwelling.

With a little help from the utterly cool Simpson family who man the most bizarre rat traps ever, Krusty sets about clearing his home of rodents.

His only form of defence is

every clown's favourite trick, the custard pie. He begins the game with 10 of these gunge-filled delights, but take it easy as these will soon run out and some nifty bits of skill will be required.

Basically, this is a puzzle game and will have you ripping huge clumps of hair from your scalp trying to figure out some of the more brain-curdlingly difficult rooms.

Krusty can only pick up one block at a time before placing it in the required space.

It's vital that you place the block in the right place since the rats can only climb the height of one block. Any more and they will turn around and head off in completely the wrong direction.

A Crust to Earn

This will make you angry beyond all possible comprehension and means you'll have to spend ages waiting for them to return.

Unbelievably simple gameplay means that this will appeal to gamers of all ages.

Don't get me wrong though, this doesn't mean that the game itself is in any way simple to complete, it's a great challenge to

coax the rats to their well deserved death at some stages.

There's nothing more annoying than spending an age trying to complete a room and believing you've done everything humanly possible, to discover it's the simplest of moves that it takes to get it done in a trice.

Not everything here is as it seems! Some of the blocks are home to special weapons and bonuses to help you along. You'll have to find these yourself since they look no different to the other blocks.

They contain a vast range of goodies including extra weapons and ammo, to horns and what appear to be handbags.

2nd OPINION



Satisfyingly compulsive, this smashing combination of puzzle and platform is set to fry your brain into the wee small hours. Krusty is an engaging little character, puffing, waving, teetering and dancing around the screen at you. Each new level seems aggravatingly simple but eventually reveals itself as a fiendish mind-mangler from the pit of hell. There are lots of secret bits to find and plenty of squeaking rodents to guide to a well-deserved extinction. *Rob*

Bye bye for now! The room has been cleared of rodents so it's off to the next room for more

MATT GROENING

™ & © 1992 Twentieth Century Fox Film Corporation

26

GB ACTION JAN '93

Placing blocks in the right place means the rats will walk straight into the trap. It's a dirty job but someone's gotta do it. Over to you Bart!



Help I'm falling! Where's the elevator gone? No problem though, it's impossible for me to die. I'm a cartoon character see

OS USE



It's tiring work chasing around trying to clear the house of rats. Why didn't I simply hire a rat catcher to do this for me so I could rest?

If you seem to reach a dead end and keep having to re-enter one of the rooms you will have to search around to find another room hidden within this room.

Sounds complicated but isn't once you've worked it out.

Don't Get Ratty

Each level is massive and, as you'd expect, they get more and more difficult. If it's a nice relaxing game you want then this isn't it, you'll be so wound up after doing everything you think you can and still can't complete the room.

Once a level is finished Krusty will appear with a password so you don't have to go through the places you've already been if you switch

the machine off and start from scratch again.

Bart's rat trap is a work of pure genius. The rodents walk unassuming inside and come out on an elevator.

Not so bad, until you see the huge boxing glove above which at the pull of a lever crashes down onto the tiny rodents, squashing them instantly.

This, by the way, isn't recommended by me for trying out at home... it's a real pain cleaning up the mess afterwards.

Krusty looks and moves like a true pro, which technically he is I suppose. Each move he makes he

will have a slightly different stance or facial expression.

Leave him alone and he will try to catch his breath. Jump and his face looks like he's in deep concentration and, best of all, if you decide to have a bit of a breather yourself and leave the control pad alone he will do his own special dance till you continue.

There are cute sound effects, namely the mice squeaking, not knowing the real danger they're in. What more can you ask for?



This is the sort of block you should be looking for earlier on. These can be placed anywhere and are incredibly useful really



Use some nifty footwork and kick the bonus blocks that are lying around. You'll be richly rewarded with... a handbag!

DATA

SOFTWARE HOUSE

● ACCLAIM

SUPPLIER

● ACCLAIM

PRICE

● £24.99

RELEASE DATE

● OUT JANUARY

COMMENT



Puzzle games don't really do much for me but Krusty is

a real corker! Brain-curdling frustration is something I can't usually handle, but with Krusty, no matter how mad I get I still continue trying. Normally I would switch the grey box off and take a hike, or throw it away in a rage and piece it together later, but graphics and the control system are the best I've seen in ages. I'm hooked. *Andy*

SCORE

GAMEPLAY

●●●●●●●●●●

LASTABILITY

●●●●●●●●●●

PRESENTATION

●●●●●●●●●●

OVERALL
92%

REVIEW

OFFICIAL RELEASE



Boys will be boys. If they're not dibbing and dobbling they're playing at being mercenary soldiers, matching up to the beefsteak status of Jean-Claude and Dolph. NOT!

UNIVERSAL SOLDIER

Lack of compassion and icy ruthlessness categorised the all-action movie Universal Soldier with the two newest Hollywood heroes going for broke on the human swatting front.

Now their robotic motions in an inhuman world have been turned into a dark and sombre game, frothing over with frenetic gun-toting scenarios and the shadow of death hovering uneasily overhead. The future sure has a bad attitude.

The game pulls its storyline direct from its movie counterpart with things coming to a head in Vietnam 1969 where Luc Devreux undergoes a metamorphosis to emerge a zombie-like prototype.

Unlike the film which solely, and quite rightly too, acts as the inspiration rather than the unwavering pivotal point behind the licence, mental concentration and a bigger than average brain capacity will play a major part.

Frequently you'll have to find a way out of a seeming impasse and make the correct decision as to which direction to take.

Almost Perfect

On top of this great hordes of super strength and enormous resilience are prerequisites for Luc to get anywhere at all.

Despite the continue and password options featured and also the facility to start off with five lives

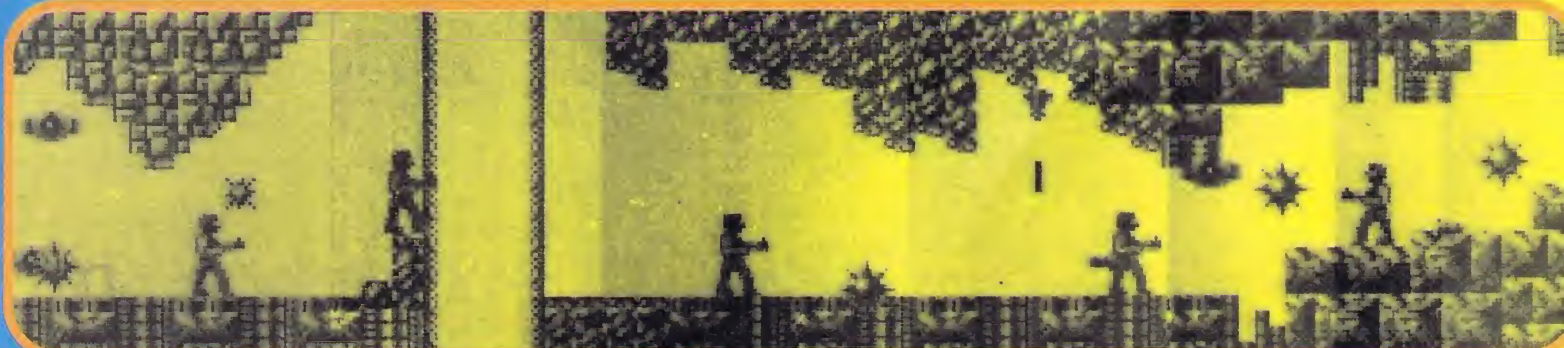
Soldier



Platform leaping isn't as dangerous as in some games. Getting to higher echelons just means greater accessibility to unexplored areas

28

GB ACTION JAN '93



Down at the dam the eye-piece boss, military helicopters, a UNISOL truck and a space ship pop up as minor hindrances to mar your enjoyment

ng Iron



It would appear that the 1982 Strangler's Golden Brown tune has been nicked and tweaked a bit to complement the action. Strange choice

SAL



it's useless trying to fight against the force of the wind. Instead, retreat back to the waterfall and let yourself drop down

should you wish to do so, it's all too easy to get hammered into oblivion.

Although the Devreux sprite takes a back seat size-wise and foregoes his bulging biceps and combine harvester-type fighting antics – all teeth and trundling power – the array of moves at his disposal makes up for this.

As well as the customary

jumping and shooting, the man who would be Arnie can transform into a shirakin, allowing him to streak through potentially dangerous areas. In this form he can also release mines.

The laser gun has a 360 degree shooting range taking gun-toting freedom of expression one step further in the bid to annihilate all those namby-pampy opponents.

The ingenious super weapon splatters everything on screen in a madcap bout of megaton detonations and the power line, on a lesser scale, does a similar job upon releasing two energy beams.

Under Control

What hangs the whole framework together is the insatiable swiftness of raw energy, a perfect vehicle for a beautifully streamlined action man game.

In all there are four worlds to blast through, taking place on 10 levels that finish with that all too familiar end-of-level boss.

After defeating the maniacal Scott in fatigues at the end of the first world Devreux then proceeds to the Dam and ventures underwater for some fishy explorations.

Next location is the stark terrain of the Desert and the battle with the UNISOL trucks before reaching enemy headquarters – the climax.

Belgium born beefy Jean-Claude Van Damme trained in ballet and karate when he was a "skinny, sensitive kid who loved classical music and painting". After committing himself to bodybuilding he won the European Karate middleweight championship before the yearning to be a movie story beckoned. In Hollywood he spent three years working as a bouncer, waiter and driver before his big break came along.



The hole-ridden blocks can't be blasted out so our hardy warrior has to resort to a timely hop, skip and jump

Again, Devreux will face up to Andrew Scott in his changed form in the mother of all battles.

Throughout, the escapade is fraught with dangers of all shapes and sizes ranging from the natural elements, ie hurricane winds, to deep abysses and fragmented rocks.

Human opponents are scarce on the ground, allowing for all-consuming concentration when the time comes to blast away rock formations to reveal new avenues of pursuit and engage in pin-point timing for the tricky cliff top leaps.

Shoot 'n' dodge scenes involve schools of man-eating fish and droves of giant killer bees, vicious enough to burst those finger blisters coaxed into growth by over use of the ever ready fire button.

The film has been described as a modern retelling of the Frankenstein myth and so too does the game respond to the hype.

Rigorous and heroic and ploughing the same furrows as Terminator-type releases, it's a shoot'em-up gamer's dream.



Shiny bubbles cascading onto black silk? Mm, not really. Just lots of miserable rings to blow away



And along comes a beefier than average end-of-level bully. Your shortness will be of great benefit here

DATA

SOFTWARE HOUSE

● ACCOLADE

SUPPLIER

● ACCOLADE

PRICE

● £24.99

RELEASE DATE

● OUT JANUARY 1993

COMMENT



Accolade deserve, well, an accolade for this one.

Taking a movie licence, doesn't turn out to be just another publicity wheeze and the end result is a beauty. Wielding more punch than paunch you'll experience non-stop action all the way. The control system is comprehensive with a great array of moves. A competent release with plenty to keep you ticking over.

Sharon

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL
80%

2nd OPINION



Although Universal Soldier was a pretty poor film, (I hate to admit it but I did fork out the readies to see it), the game isn't as bad as I'd hoped. It takes a while to grasp each and every special move but keep at it and you'll be rewarded. I liked the way the game followed the "plot" of the film which seems to be the case in a lot of film conversions at the minute. A challenging game with tons of robot-related killing and maiming. A surprising success all round.

Andy



DROP ZONE

30

GB ACTION JAN '93

'Classic game' and 'genius' are rather over-used phrases. But here's a case where the two can be used in the same context without reproach. Drop Zone and its author Archer Maclean.



Rolling mines trundle relentlessly across the surface

When you get something right you might win an award. But when at an award ceremony you're up and down like a bride's nighty, you know you're the best!

One such recipient of 'gongs galore' is Archer Maclean whose recent Jimmy White's Whirlwind Snooker won more awards around the world than any game before or since it.

Archer's first game was no less a headliner. A decade ago, Drop Zone became the greatest advance in bringing arcade impact onto a home machine and comparisons with the game itself are made even today. In the field of video games, we're in genius territory Arizona!

Now Drop Zone is being produced for the Game Boy, great



Jetpack control is made more hazardous due to tricky inertia

news indeed because this elderly old gentleman still packs an awesome punch.

The concept is simple by today's standards, but it's an idea which has been copied and exploited for years and one that still makes for totally absorbing entertainment.

Controlling a jetpack man, you hover and scoot around one of Jupiter's moons while protecting a group of young scientists from the hostile aliens found there.

This amounts to blasting the marauders with a barrage of fire and skimming the planet surface to collect the remaining survivors.

Dropped In It

The Game Boy controls work well with the inertia movement of the jetman which is just as well because the action is set at the blistering pace which made the original so prominent in its day.

The moonbase personnel scurry between the rocks while you contend with the alien onslaught as the blighters drop explosive mantraps which roll across the terrain in search of hapless victims.

Heroically, you swoop down and gather up your fleeing prodigy while maintaining a solid bastion and a relentless round of retaliatory fire to boot.

Twistin' 'n' turnin', duckin' 'n' divin', you'll discover reflexes you never knew you had.

In the realms of the shoot'em-up, the game Drop Zone is respected as a major stage in the evolution of the 'big blast'.

Up until its appearance, alien attack patterns were pre-programmed and the enemy sprites were real dumbos, following pre-ordained routes.

Maclean was one of the first to ask the question, "What if the enemy was



Semi-intelligent aliens mercilessly home in on your zone



Banish alien fiends while scavengers pick off fleeing moonbase personnel

intelligent and able to decide when and how to attack?"

Therefore, he experimented with artificial intelligence and changed the course of the shoot'em-up forever.

The graphics are simplistic, but the clarity of the Game Boy presentation and graphic definition enables you to keep an eye on a venomous, relentless enemy.

It's a perfect Game Boy formula and is due to be released sometime in February by Mindscape.



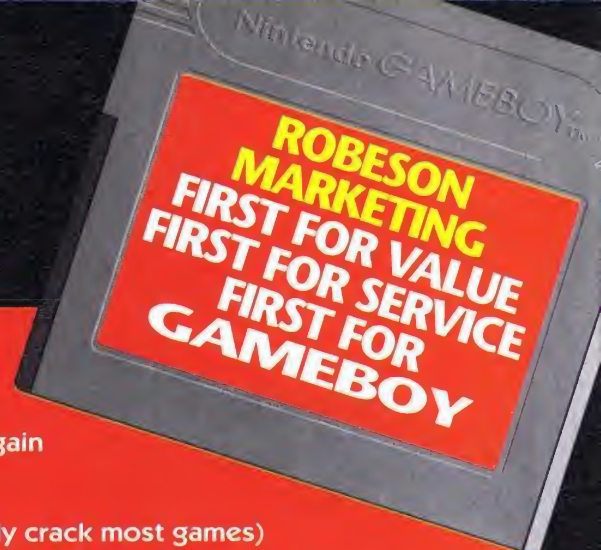
In the heat of the action, it's all too easy to get carried away, accidentally blasting your hopelessly stricken prodigy

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REVIEW

AMERICAN IMPORT

Everyone's favourite cat and mouse are back but in black and white and on the little screen this time around. What's more, they're out for blood. Who will win the day? You'll have to wait and see...

TOM AND JERRY

Tom and Jerry are two of the best known cartoon characters ever so it was inevitable that someday, someone would produce a game based on this twosome.

Personally, I'm still waiting for a game in which I'm up against the evil Baron Silus Greenback as the world's greatest secret agent, Danger Mouse.

Until that time though Tom and Jerry, who run a close second, will do me just fine.

Picture the scene; Jerry is all excited about the impending visit from his favourite cousin Tuffy. When the latter fails to show up Jerry gets concerned believing Tom is behind the non-appearance.

So, here's where the game begins. Jerry sets out on his task,

out of the safety of his hole and into the big bad world outside to find Tuffy.

Tom too is out and about looking for Tuffy and if Jerry gets in his way, Tom will make no bones about cooking him up for lunch.

Before the game begins there is

a smart intro sequence explaining the story so far. The best bit of this is Tom hearing that Tuffy is lost and getting a gleam in his eye and a hungry look in his face as though it's meal time already.

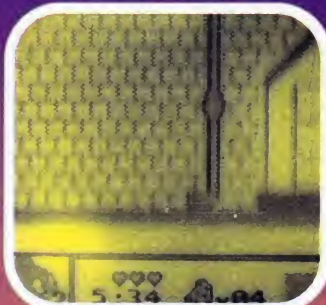
Jerry's quest takes him inside and outside of the house. He even ends up going on a trip to the park. On his journeys Jerry, who is the hero in this game, collects as many pieces of cheese as he can in the time available.



An unfortunate road accident for Jerry. The moral of this story is don't jump from a car moving at speed or you will end up as mouse spread!

Pied Piper

Emerging from the pipe and collecting the cheese has put Jerry in a spot of bother. Tom is looking hungry and swipes out



It's up the pipe we go! Very useful things these drainpipes. I'd be stuck here otherwise. Now I can continue my search

2nd OPINION



This is a pretty average platform game but with some nifty little touches thrown in for good measure. There's not really enough of the cat and mouse chasing though for my liking and Tom only makes infrequent guest appearances rather than playing a proper part. The cartoon characters could maybe have been a bit bigger but, on the whole, it's easy to play and easy to control with some spritely tunes and a bunch of different and well presented scenes to add variety.

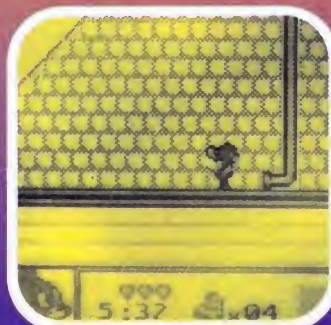
Sharon

Squeaky Clean

Not to be tried at home even if it is great fun, sliding down rooftops is very dangerous. I don't suppose mice know about fear



The fountains are a real help in finding the items. They also help you to jump over the nasty plant things on the ground



Being a tiny character, Jerry can simply hop inside the drainpipe and go wherever it leads. Not very hygienic but again, it is fun!

JERRY

Each level has a different time-limit available for you to find the exit.

There are plenty of extra useful items lying around. Clocks give you an extra 30 seconds whereas stars restore your energy. That reminds me, there is a picture of Jerry in the bottom corner to show the damage he's sustained. The more unhappy he looks the less energy he has.

Cheesy Snack

Other items of use are the hearts which give you an extra life and shouldn't be missed, marbles give you the power to shoot at Tom who happens to keep appearing from behind objects and the sodas give you an extra life if you drink all four in one level.

As Tom is a cunning character, he hides behind objects like chairs, trash cans or boxes. Caution will be needed as you make your way through these areas.



Even the drains are out to get you so you've got to keep your senses on full alert. If you aren't cautious here you will simply be an ex mouse

Scratch Attack



Tom has been successful in catching you unawares and will soon be cooking you for lunch



That's more like it! See what caution will do to your life. It will let you get past the danger

At the end of the day though, Tom, unfortunately, very rarely shows his mug. Maybe the game should have been called by the rather dull name of 'Jerry (oh and Tom is sometimes in it too).' That doesn't quite have the same ring to it really though.

Look Behind You

The park is home to some downright mean plants that will attack if you get too close and, as if this wasn't bad enough, Mother Nature is out to get you too.

When you wander under a tree the acorns will spontaneously fall upon your tiny frame.

You are given three continue options with which to make progress and the only other move

you have is the extra long jump which is easy to execute.

For those special leaps you may not be able to see exactly where you're going to so Jerry has an option to scan the horizon. This scrolls around the background so you can see further than the boundaries of the screen.

The in-game tune is as good an interpretation of the cartoon theme as you could expect and is a far better tune than most of the useless plinkety plonk kind of melodies around today.

Will Jerry save Tuffy or will Tom make a stew from our two mouse friends and go on to live happily ever after? It's in your hands.



DATA

SOFTWARE HOUSE

● HI TEC XPRESSIONS

SUPPLIER

● CONSOLE PLUS

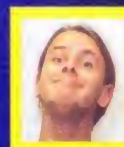
PRICE

● £21.99

RELEASE DATE

● OUT NOW

COMMENT



It's not easy to make a game as enjoyable as Tom and

Jerry cartoons but this isn't a bad attempt. The sound is above average and the graphics too are better than most. I don't see why they chose to base the game on Tom and Jerry, they could have invented some new characters for this. It's easy to play but I still believe they're much better in their original animated form on television. *Andy*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

79%

REVIEW

AMERICAN IMPORT



DIG DUG

A gardener? The whole gameplay revolving around a gardener? The most unlikely character for a game has arrived!

Dig Dug is a guy with a mission. His green fingers help him out in the garden where he is doing what he does best, ie gardening.

He has only two problems – Pookas and Fygars. These are nasty pieces of work and are out to ruin DD's hard work. Armed with only a pump, our hero (well, sort of) has to protect his turf from certain disaster.

Thankfully there are a couple of tricks up his sleeves which can be used for his own personal gain.

He can coax the bad guys into following him until they walk straight into a trap he's set, whereby a huge boulder will land on their heads leaving them as flat as a piece of paper.

The only other option left open for DD is to use his pump to burst the Fygars like a balloon. For some extra bonuses he can also eat some of his freshly grown veggies which happen to be lying around.

Dirty Fingernails

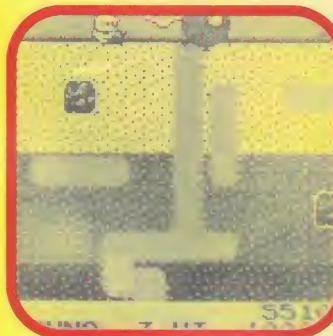
As you will probably have guessed by now, the idea for this game is as simple as can be so don't expect to be too overwhelmed by some staggering gameplay.

Each level, as is the norm, gets progressively tougher, so keeping your wits about you is a necessity.

To give you that supposed extra value for money there is the 'New Dig Dug' game included too which is surprisingly similar to the original with a couple of extras chucked in for good measure.

New Dig Dug has round

It is possible to inflate the bad guys by using your pump until they eventually burst. Percy Thrower would be proud



Alan Titchmarsh has never had to deal with problems of this magnitude in a day's work. How would he possibly cope?

boulders which roll around and flatten anything in their path, including you.

On top of this he also has to collect some keys and then exit through a door hidden somewhere in the garden.

In a game this simple the controls are a cinch to use and even using the pump is simple enough for a beginner.

The graphics too are very basic, in fact everything about this game is simple and very tedious indeed.

The characters move far too slowly and there's no change in gameplay at any time. Whatever

will be next? A stitch'em-up about a poll tax officer or a mega boring court-room drama with 20 levels of indifferent and uninteresting cases? Who, I ask you, can tell...



SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL
53%

COMMENT



I honestly did approach this game with an open mind and was ready and willing to give it the benefit of the doubt. However, even with two different games on offer it doesn't warrant the price tag and should be avoided. The graphics are too bland and the gameplay is monotonous. Just to nail the lid on the coffin, the sound is also poor. No prizes for guessing my overall impression. Pity he's not a grave digger, then he could bury himself and make the world a better place. *Andy*



Looks as though the garden has been ruined by the cheeky blighters who have been running around it. The rock will have to be dropped on their heads



New Dig Dug eh? What exactly is new about this game then? It looks suspiciously like the original. Two games for the price of one ain't bad though

DATA

SOFTWARE HOUSE

● HI-TEC XPRESSIONS

SUPPLIER

● CONSOLE PLUS

PRICE

● £22.99

RELEASE DATE

● OUT NOW

REVIEW

AMERICAN IMPORT

It's blond bimbo time as the luscious locks, fluttering eyelashes and legs up to the armpits trademarks of Game Girl Barbie wiggle up to the Boy.



BARBIE

Oh dear Barbie sighs, tossing back her flaxen locks. I'm going out tonight and I've not got a stitch to wear. I need some shoes, a necklace and a new gown if I'm ever to become more than a twinkle in Ken, my main squeeze's, eye. Better get to it.

At long last a girlie, even a pantywaist one, takes the starring role in a game but, as the plot deteriorates, so too does it become sad, very embarrassing and a downright insult to the intelligence of female games players.

Love her or hate her, the pert bottom of the girl who got left

behind in the '50s still refuses to display the flabby nature of time.

Whether you look upon her as the bottleneck in the feminist movement or think she's the dreamiest figure to slink into popular culture since Sindy, she has become the inspired ideal of little girls the world over.

Dream On

Now she's all set to bruise the bank balance in her very own shopping spree platform game adventure, moving through seven cool shops.

Curviciously pixelized and a leggy mover, able to perform incredibly slow motion leaps and even transform into a mermaid, Barbie dodges and ducks obstacles while moving from shop to shop.

In what can be only described as

a 'pretty' game she will meet up with such fiendish enemies as naughty Frogman Phil, bonking Sugar Cubes (well that's what it says in the manual), and Lotta Lipstick.

At times, Ms Wonder Woman changes into an Aerobics or a Power Run outfit and performs dizzy triple spin jumps, guaranteed to make the enemies sit up.

The main bone of contention is that when she does happen to receive a smack from a 'bogus' obstacle or hazard, the game suddenly undergoes a bit of static and it's an age before the creaky mechanics gets going again.

Although far too short, each world is diligently ornamented and comes with its own special secret room and powder puff of surprises.

There are two magical aquariums to swim through, swarming with heart fashion-ups, stars and bags of money for the

game girl to pocket. Adding to the delights on show are also the Soda Shop, Toy City and, last of all, the Fashion Boutique.

The latter presents Barbie with a maze of dressing rooms out of which she has to find a way once she's acquired that snog-inducing ball gown.

But why oh why does Barbie go through all this perfumed palaver? She proves herself, sort of, to have just as much gall as girdle yet only uses it to bring about a smoochy date with drippy lardy boy Ken. When will she ever learn?



In the Soda Shoppe Barbie has to hop over coffee cups and avoid Milton MalTED and his sweet-toothed chum Barney Bubble

COMMENT



Flighty and insubstantial, Barbie refuses to cut across genders and gameplay, about as tame and easy to swing as a dead croc handbag, alienates itself from the mainstream. That's not to say that teeny boppers of the female kind new to the Game Boy won't find it really enjoyable though, it fits that niche perfectly. Mums and Dads take note before dismissing it. On the whole though it could do with, well, less bimboishness and more, um tartness, I suppose. Sharon

Mermaid Barbie's task is to save King and Queen Crab from the sinister Jelly Fish. Frogman Phil and Mark the Shark will also chase her... but she only has eyes for Ken...



SCORE

GAMEPLAY

●●●●●●●●●●

LASTABILITY

●●●●●●●●●●

PRESENTATION

●●●●●●●●●●

OVERALL
38%

35

GB ACTION JAN '93

REVIEW

OFFICIAL RELEASE



Those medieval folk drew the short straw really didn't they? What with outside toilets and swords that refuse to go rusty, who'd go to the trouble of owning Cornwall nowadays. Someone called Charles perhaps..?

THE LEGEND PRINCE VALIANT

Turmoil is once again rife in King Arthur's homeland as Cyran the terrible tyrant and posse kick their way onto the scene with manure trodden hobnailed boots.

Your role in life is to capture the enemy's castles and defeat the unwelcome armies in order to return to a sweet scented homely life once more.

Calling upon seven dashing characters to act as your figureheads, choose to play either the dark or the white cherubic side

and decide whether you would like to enter either a small, medium or large world, depending on your time constraints.

Presented with a map screen divided into black and white, or should we say light and dark green patches, the ultimate objective is to change all the squares over to your own colour.

Round the Table

Let your fingers do the talking with Arthur himself, the man with the plan and the power to encourage it into being.

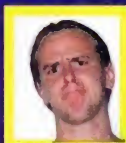
Alternatively, his missus Guinevere does a grand job in the defence line by throwing magic discs at the enemy while trusty pal Merlin proves to be a wizard when it comes to fireballs.

Taking it in turns, the mist-ridden characters take to a fair old romp around the neighbouring countryside. And what a hike it proves to be.

Discovering nothing other than haystacks and logs of wood, they certainly let the grass grow under their feet as even the coniferous trees attempt to shed a few leaves out of sheer tedium.

Picking up items carelessly lying about along the way strengthens

2nd OPINION



Cruising around aimlessly for hour upon hour may be some people's idea of fun but I'm afraid it isn't mine. You will need to have tons of spare time on your hands to make any kind of progress whatsoever. It's a neatly put together game and is quite easy to control, the main saving grace being the two-player link-up option which makes any game that much more playable. Prince Valiant promises the Earth but gives you little reward for all your efforts.

Andy

OF E NT

their not formidable power. Some come in the form of spells.

The ring is useful for future battles since it make the wearer invisible, the book forces enemies to walk backwards, the staff acts like a boomerang, etc.

As for the attributes there to be collected, well, the shield acts as a life enhancer, the bow and arrow speed up the attack and the sword makes damage inflicted worthy of front page headlines.

When an opponent finally deems it proper to put in an appearance, always at the time your character is weary and utterly



If the war weary knight approaches the castle entrance, all his strength will be restored

At times the landscape can become pretty dreary with only a few lumps of rock for company



An overall view of the map. You need to convert all the squares to one colour to emerge victorious. Not an easy task

fed up with all the wandering, a battle then commences.

Quickly choose a spell or attribute to give you the upper hand, well that's the idea anyway, and then launch an attack with swift moves and some bunny hops thrown in for good measure to get the opposition in a strop.

Spell Binding Roles

Seconds later and the winner walks away with a square of his colour, white or black, firmly secured.

Time then, to move on to a

dark or, if it takes your fancy, a two-player co-operative is always available. There, both players may join forces in order to compete against the computer.

Adventure roaming is always difficult to master properly on the small screen and there still remains a severe shortage of role-playing releases as of yet.

Gamers do need the option of breaking from the conventional romp but it's all too easy to cave in to peer pressure and keep to a trusty formula.

Prince not-so Valiant:

At just over five feet tall, diminutive pop megastar Prince has a real citadel of security surrounding him. On a visit to the corner shop, the purple paranoic has guards checking every inch of the surrounding area hours before he arrives. Then the area is cordoned off while he purchases his groceries and tea bags.



different character, a (slightly) different scenario and a new section of the map to claim as a prized personal possession.

This can go on for literally hours and hours, especially since even those knights pierced or clunked to death can be magically brought back to life with a spell obtained from a necklace.

If this has not yet been found, then another means of healthy revival is always on the cards.

All the player needs to do is walk up to a castle's drawbridge and stand at the front door.

Sadly entry and a possible whole new section of gameplay has not been included.

To add an extra dimension, it is possible, when using the Game Boy link-up facility, to rope in a trusty friend as well.

You have the choice of engaging in a head to head challenge whereby one player plays the light kingdom, the other the

Although Prince Valiant does try to be different and it's certainly vast enough, to be brutally honest, there really isn't a decent enough ratio between the exploration and action episodes to allow it to live up to its glory-seeking name. Shame.



At last, your trusty warrior comes face to face with an opponent from the dark side

DATA

SOFTWARE HOUSE

● OCEAN

SUPPLIER

● OCEAN

PRICE

● £24.99

RELEASE DATE

● OUT JANUARY

COMMENT



Try as I might I just can't get into this game.

There's too little action and too much space in which to do it and I seem to spend half the time mindlessly dribbling from one field to the next, desperately looking for an opponent to fight. Graphics are clear and neat and the two-player option is a welcome addition but it's still far from an ideal gamesplaying package.

Sharon

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

65%



Slammin' Time



1

It's the slam dunk sequence which is unsurprisingly seen only when you do a slam dunk. He takes a leap and then goes for the dunk...

It's looking good. It hasn't even hit the ring and is well on its way in for the two points...



2



3

It's there! Two points and a rather impressive slam dunk. Only another 10 more needed to draw level!

More basketball mayhem for the Game Boy now sportingly bounces its way onto your tiny screen? Can it do justice to its real-life counterpart and, most importantly, will it be as power packed and dunk tabulous as the competition swilling around. Grab your pumps and take a look...

TIP

There seem to be hundreds of sports sims available for the small screen and there will always be more attempts at sims previously released. Whether they will be better or not is a completely different story.

So what about Tip Off? Is it high on the challenge scale or merely out of bounds?

To begin with, there are tons of options for practice or competition challenges and there are also plenty of player formations for you to choose between.

Unlike All-Star Challenge 2 you control the entire team and it's end to end action instead of the half court option. This has both its advantages and disadvantages, notably in the gameplay.

Passing the ball accurately, ie to



Here's your choice of teams. The only two non-European teams are USA and Japan. Why's that then?

one of your team mates, takes a while to adapt to and even then it doesn't always work.

The guessing game also comes into being when passing the ball because there is no way of seeing

2nd OPINION



Sport sims can usually go and take a running jump as far as I'm concerned, except Track & Field that is. Few come across as being really stunning. It's refreshing to see two entire teams on screen in Tip Off rather than a one on one but the whole caboodle is just far too complicated. Moving at an incredible speed it's difficult to suss out just what the heck's going on and the vast array of options only hampers progress. To sum up; good graphics, but messy gameplay. *Sharon*



Danger is at hand! It looks as though a poor pass is going to be intercepted and the whites will be defending again

He's limbering up for the shot here. An excellent action still in my opinion. Is he going to pull it off or make a complete bodge?



Basket Cases



More passing and shooting mayhem. Fast and slow passing is a great help to suss before playing a full game



The game is well under way and the shot has been attempted. The bloke with the arrow above his head is the guy you control



Catching the pass takes some time but, once sussed, you'll have no problems. This is the practise mode so there's no competition

OFF

exactly where your team mates are. It's just throw and hope that there's a player somewhere in the area of the ball able to reach it before it goes out of the court.

Fancy a Dunk?

On the plus side, having the whole court available makes the contest a bit more enjoyable in the long run. In some sims on the grey box it's an impossible and often frustrating task telling the difference between the team colours.

In Tip Off this isn't a problem but doesn't mean you won't pass the ball to an opposing player in the heat of the contest.

The graphics are intricately detailed on the players who look very realistic as they walk on court for the game.

Throughout the contest the



It's the start of the game. I hope there's not a white man to go for the ball. As we know, white men can't jump can they? I'm sure Woody'd have something to say about that

graphics are impressive and don't even become a huge blur in close court play.

A pointless option is the free throw contest which basically isn't up to much. The ball is like a balloon filled with water and does exactly as a balloon filled with water would.

Yes, it bounces off the rim and onto the floor where it stops dead! The computer player doesn't seem to have the same problem for some strange reason.

There's also an option for some court and passing practise which will definitely be needed to get to grips with this game.

What a Shot

The games seem to be over before you've even started getting used to the controls and there's no break between the quarters.

The competition option too is a bit naff and could have been handled a lot better.

What the game basically lacks is a hook. It takes far too long to grasp the art of passing and shooting which leads to you becoming bored before getting anywhere of merit.

This is a shame because with a bit more thought it could have been a classic.

Unlike some sport sims you don't have to choose which player you want to control. This is done automatically by the computer and leaves you with a little less for your brain to think about.

This isn't always a good thing as you may want to control another player to block a pass or shot.

Rushing up to the basket and getting your dunk shot in leads into a slam dunk animation which is alright when it's first seen but soon becomes tedious to watch. Another sequence would have been a vast improvement.

Before starting a match, a skill option is offered where you can make the opposition a mere bunch of amateurs and raise your team up to international standard.

The speed of the players varies from slug-like at the bottom of the list to superhuman at the top.

Basketball must be a hard sport to put on the wee screen. Perhaps that's the nub of the problem.



The free throw graphics are fine but actually executing a successful throw is like pulling teeth



Shooting and passing practise is definitely needed if you're to stay the pace with the computer team

DATA

SOFTWARE HOUSE

● IMAGINEER

SUPPLIER

● PLAYTIME

PRICE

● £24.99

RELEASE DATE

● OUT JANUARY

COMMENT



On first impressions I thought this was going to be the

greatest basketball game ever. The graphics are impressive and the amount of options left me expecting a little more than the end result. The main problem with All-Star Challenge 2 was telling the difference between the teams. You can tell the difference here but truth of the matter is Tip Off is a major league disappointment. *Andy*

SCORE

GAMEPLAY

●●●●●●●●●●

LASTABILITY

●●●●●●●●●●

PRESENTATION

●●●●●●●●●●

OVERALL

64%



POWER PAWS

40

GB ACTION JAN '93

Little puppy dogs and kittens are nice and Vanessa Parody (sic) is pretty darn cute. But how far dare you go in the pursuit of sweetness before causing involuntary gut-wrenching contractions? Design team Storm plums the depths of a deep, sugary cruet.



Your whiskered sweetheart is in sight. You're just a ladder climb and an ol' one-two away from sweeping her off her paws

Storm's come up with some real explosive titles such as the blinding Swiv! But they seem drawn towards that curious but enduring genre which is becoming their own – the puke'em-up.

We've got their forthcoming release Rodland to look forward to which, by their own admission, is: "So cute it'll make you puke!"

But I reckon this Japanese delight will be an even more effective ring-reacher than the aforementioned arcade conversion.

Power Paws stars two children whom are characterized very much in the style of Japanese cartoon art, originated from the likes of Marine Boy with European looks, big eyes, small noses and oh-so cute expressions.

But the cuteness of the characters belies what soon emerges as a foxing labyrinth game which will appeal to exponents of the taxing puzzle/arcade theme.

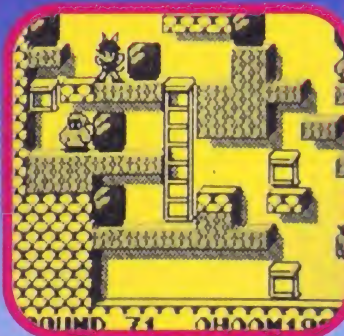
With cutesy cat ears attached, both boy and girl are separated in a 100 room matrix maze.

Purr-fect

The objective of the game is to reunite the pukey pair for no more apparent reason than move onto traumas new in an even more complex maze.

I've lost count of how many references have been made to Tetris but there are strains of the tessellating classic as you must push blocks around to bridge gaps.

But this puzzling is made more difficulty by a menagerie of amusing maze-dwelling villains and an unravelling Egyptian mummy that steals the show, constantly undermining the kiddies' attempts to reunite.



If you manage to trap the enemy like this smart cat then you will definitely be the cat's whiskers

This one's a case of chase, as the cat has seconds to drop the blocks or face a crushing defeat



I want my mummy! A paws for thought here as our feline hero contemplates a confrontation with two bandaged bandits

The key to the next set of puzzles is a password which must be collected and this password is also useful for rejoining the game where you left off after a break.

Other icons include soil which can be excavated, the ubiquitous ladder which qualifies this as a platform game and, of course, the moveable blocks for constructing bridges, qualifying the numerous references to great puzzle games such as, erm, Tetris.



A hall of hooded ghouls await to anticipate your next move, a wrong move and it could be a catastrophe

Power Paws is very much in the style of Japanese cute games and this one really has come straight out of the blue.

It makes a nice change from much-hyped big-let-down games which literally dominate the charts nowadays.

Power Paws is a prime example of the Japanese approach to video-gaming; small cute characters and absorbing game quality, which Stateside and European designers often aspire to.

Puzzle arcaders are advised to keep a watchful eye out for what is predicted to be a superb cute'em-up on the Game Boy. The game is to be out on the Storm label next March.



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REVIEW



OFFICIAL RELEASE

Incey wincey centipede
inching through the grass,
along came the blaster
and kicked poor creepie's ass.
Out came the spider
and settled up the score,
then incey wincey centipede
came out to play once more.

CENTIPEDE

Aren't slugs and leeches smug little critters? They know full well that, alive or dead, their warm squishiness is going to turn you all gooshy inside.

But throw aside your mantel of goosebumps when confronted by a masonic member of the insect fraternity and forget about kipping on the sittee downstairs when a daddy-long-legs decides to dangle above your bed.

Centipede now presents you with the opportunity to shove the dreaded midgies back into the woodwork with a vertical blast'em-to-bits game. Revenge, as they say, is sweet.

The action takes place in an enchanted forest which simply acts as a veneer for the litany of slime ball termites that hover into view with their individualised and appropriate buzzing, droning and swatting sound FX.

With your resoundingly successful bug blaster you begin at the bottom of the screen and aim for the gobstopper eyes of the hundred-legged mites.

One single blast just won't do though and the centipedes divide into a number of segments which, in turn, need a good lungful of insect repellent before showing the whites of their intestines.

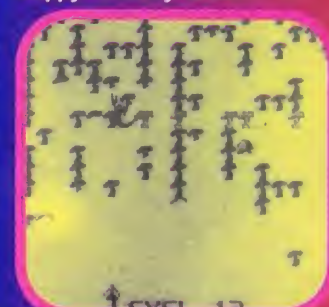
With great cunning they wheedle around the the forest of mushrooms and edge nearer and

nearer and in ever increasing numbers towards your once moggie-free haven.

It is then, if you've been too much of a coward up to this point, that you must meet them face to face and manoeuvre in and around the foliage, annihilating head by antennae-donning head until the forest is buzz-free enough to allow you to progress to the next level.

Straightforward so far? Feeling cocky? Well, just switch to the expert level to give those reflexes a good sharpening.

Mushroom happy and centipede snappy – that's your lot



COMMENT



Based on the coin-op success, this remains faithful to

its forefather and has been converted to the little screen well.

Gameplay is simple and it's hugely repetitive yet its immediate

accessibility could well give you the bug. If such ancient stuff as Asteroids can leap into the charts, over which I'm mystified, then who's to say that this old fogey can't make the grade too? Sharon

A Flea in Your Ear

Bugs descend in a quite frightening manner and only cunning tactics will save you from a sharp sting.

With a forest riddled with spiders, fleas and scorpions there's not much room (sorry) to play silly beggars and it's important to be selective when blasting away at the fungi in order to build pathways out of the gaps created.

In this way you can, to some extent, control the centipedes' directions, thus sustaining your knife edge air of supremacy.

Really set in its ways and refusing to budge to make way for more adventurous and happening games, Centipede dusts off the cobwebs and milks the tried and tested classic dry.

All clean, wholesome fun to be sure. Personally I'd be inclined to dig a whopping great hole in the back garden and bury the darned pests to keep them off my back.



DATA

SOFTWARE HOUSE

● ACCOLADE

SUPPLIER

● ACCOLADE

PRICE

● £19.99

RELEASE DATE

● OUT NOW

42

GB ACTION JAN '93

OK, I know, I know, dead flies don't really make the most decorative of screenshots



SCORE

GAMEPLAY

●●●●●●●●●●

LASTABILITY

●●●●●●●●●●

PRESENTATION

●●●●●●●●●●

OVERALL

60%



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REVIEW

AMERICAN IMPORT



DATA

SOFTWARE HOUSE

● DTMC INC

SUPPLIER

● CONSOLE PLUS

PRICE

● £19.99

RELEASE DATE

● OUT NOW

Well pop-kids, this is how it's done. So what if it was an easy level, a win's a win, alright?



Like never before, puzzle games are very much in vogue computer gameswise. As well as the new ones, some old favourites rear their heads again with token trimmings. Lazlo's Leap is one such game.

LAZLO'S LEAP

Lazlo's Leap is, to us Brits, known as Solitaire. The aim of the game is to remove all the pegs from the board leaving the last one in the centre hole. An old concept indeed, even my Mum knows how to play it!

Lazlo's Leap is a not bad conversion really. Unlike the original board-game you can start with simpler puzzles and work your way up to levels that even Einstein would have to resort to a severe bout of head-scratching to solve.

Square Peg

One thing that the Game Boy version has that you don't get with a plain old board and pegs is a dinky little tune which you'll either be quite besotted with or driven to distraction by.

Not exactly essential stuff, more a way of filling out what is essentially a very simple game.

I must say that Lazlo's Leap is something you'll either absolutely love or hate with much venom. Me, well I like it.

It has enough lastability that keeps you absorbed until you finish

the last puzzle which, believe me, could be a while!

On the down side, those who see graphics, sound and thrill-a-minute stuff will be mightily dismissive of this sort of game.

I would even venture to say that Lazlo's Leap is aimed at some of our older readers. I know that if I was a bit younger I would be most peeved to get this and not Mario for a Christmas pressie!

The up side of this is, of course, that it gives the Game Boy a potentially broader range of players than just shoot'em-up lovers and also platformers.

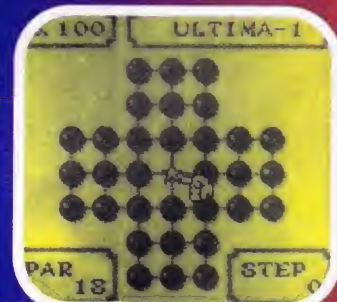
This could well be the game to show Dad that he should get you the Game Boy you've desired!

The real fly in the ointment for Laslo's Leap has really got to be the price. Game Boy carts do not come cheap (even the budget ones), and you can buy Solitaire in its board-game incarnation for under a fiver.

It's exactly the same game but without the tune, so unless like me you are too lazy to even grasp the concept of having to set the pegs up yourself, you could well save yourself an awful lot of cash.



The ultimate challenge, can you rise to it? This is not for the thick



SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL 79%

COMMENT



Lazlo's Leap is a most excellent puzzle game, make no mistake. You'll be at this one for hours and will probably resort to missing meals, dates and even Cozzer Street to complete that infernal puzzle that you're on now. Trouble is, you might hate puzzles anyway although that doesn't bode well for those who aspire to great intellect, and it really is a lot of money to spend to merely spare yourself the energy spent replacing the pegs in their holes. Huw

Play your cards right and this tasty young lady rewards your efforts with the sweetest of smiles. What greater reward could there be? (Cash - Ed.)



DATA

SOFTWARE HOUSE

● INFOGRAMES

SUPPLIER

● INFOGRAMES

PRICE

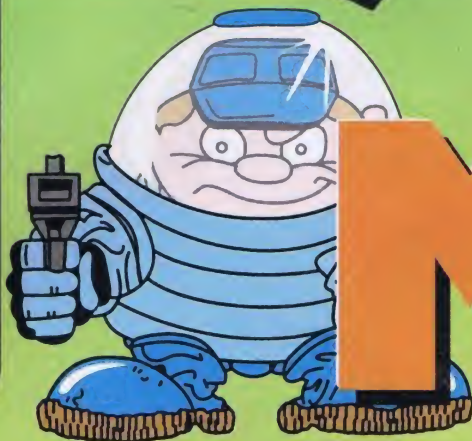
● £24.99

RELEASE DATE

● OUT JANUARY 1993

REVIEW

OFFICIAL RELEASE



MAX

The Max Factor. He's bad, he's mad, he PAX a punch. Erm, not quite. There's not even a sliver of barminess about this fella and as for the lip gloss and machine-bred sedimentary coffee, they severed all connections with lost in space set-ups, well, light years ago.

But hell, a no thrills name needn't be indicative of the character within. I've led a stigmatised life as a Sharon and my brother was going to be a Tracy if he'd been a girl. But I can live with it, I'm a big girl now.

Max just needs to try that mite harder to make his mark against the evil Draco whose threatening the entire population of the galaxy.

He has a jolly good start too in that he makes a departure, if only half-blown (action still revolves around the usual gamer's diet of shooting baddies, a palmful of

A smooth and creamy ride or rippled to a brown sludge? What, indeed, will become of Max as he spirals into the galaxy, hell-bent on stopping an invasion and all the accompanying malarkey?

ducks in this case, and collecting tons of power-ups) from the run-of-the-mill jigs of the orthodox platform meanderer.

Enough Headroom?

Equipped with a quite ingenious sucker he can yo-yo from one vertically scaling platform to the next with all the professionalism of a seasoned bungee jumper, upping and downing like a victim of last night's Rogan Josh fighting to keep the gurgling bowels in check.

The disappointing thing about such a neat gadget is that, unlike the unpredictability of a dodgy stomach, nothing untoward happens when the sucker loses its suck and misses a ledge.

Max has a stand-in jet pack which, rising to the occasion, allows him to stay alive and float above any obstacles.

Even then if he gets knocked for six he simply undergoes a spot of

shrinkage to Tiny Tim dimensions while his space suit miniaturises itself accordingly.

Although such transformations are quite clever and individualise a well animated and slick character, you just can't help thinking that the package comes in too neat a bundle. There are no loose ends to create a challenge.

You can risk being careless in the jumping and brief fighting sequences because you know that only by sheer gormlessness will you die—eventually.

As such the innovatory nature of Max is somewhat strangled, a shame because the quirky movements of the would-be hero could have been the saving grace of an otherwise bland game.

There are seven planets in all to coast through and although they all do have their own individual characteristics, they're still too similar and short of ornamentation

Yo-yoing all over the place, this one's a tough nut to beat. Even when he falls down a hole he reappears intact, albeit smaller



45

GB ACTION JAN '93

to create much excitement.

It's all incredibly easy to get into but incredibly easy to get out of too, lacking those tight corners to keep you firmly stuck there.



COMMENT



Max may be an original idea yet a potential attack on the

status quo of the gaming world still produces somewhat of a dull, fudged together pageant. All the innovation in the character has been strangled by slow paced and insubstantial action that heralds nothing to have kittens about. The levels are snipped to the quick and graphic detail is spartan and not very attractive. Sharon



Using his powers of suction, Max moves upwards to collect the necessary power-ups to ensure longer lasting life

An end-of-level beastie and Max has taken a severe knocking. The innocent little thing ascends to heaven with a halo



SCORE

GAMEPLAY

●●●●●●●●●●

LASTABILITY

●●●●●●●●●●

PRESENTATION

●●●●●●●●●●

OVERALL

60%



GB ACTION PRO The Cold Tur

The Most Tenuous Licence Link

McDonaldland

Although an opportunity for chip/fry-related comedy is missed completely here and there's a baffling absence of those colourful characters who help to sell Big Macs by the bucket load, McDonaldland proves to be an absorbing if simple arcade jaunt.

It may as well have been called Two Kids Collect Letter Ms For No Apparent Reason. But a game licensed from a fast-food chain poses all sorts of questions - what next, Tetley Tea folk meet the Shake 'n' Vac lady?

Top Gun Guts 'n' Glory

Any action movie licence starring Tom Cruise has got one thing in common - it's totally Tom Cruiselessness. Despite the game being named after the gung-ho flying-jock movie, not even a peep do you see of the diminutive dreamboat.

It might as well have been called Jet Flight Frenzy!

The Most Irritating in-game tune

Tetris

That classic tessellating teaser Tetris remains a firm favourite to this day. But that lame Cossack tune goes round and round and round until it eventually eats into your brain.

Ideal for playing on the train? With earphones on you'd probably throw yourself off.

But what's worse is that the mysterious Dr Spin, spurred on by West End musical wizard Andrew Lloyd Webber had a top 10 hit with the tune.

Super Mario Land

A superb game with a tune which was designed to epitomise the traditional arcade, with a 'binky bonky' fairground ditty. It isn't so much a great tune as a grating one!

And, once again this sickeningly-optimistic score soared to the top of the pop charts propelled by the ubiquitous rave beat.

Terminator 2

OK, a happy-go-lucky tune just wouldn't have fitted Arnie jack-booting from one screen to the next, guns blazing.

It's a great blast, but the deafening jumble of notes which kicks in between a dot-matrix Kalashnikov is a horrendous crescendo from beginning to end - it's the ultimate in in-game dins!

The Most Exploited Licence

Bart Simpson

Bart is big! But will the exploitation of the licence weaken his popularity? With three games on the shelves and more planned, could Bart dwindle into the predictability he's always tried to avoid?

WWF

Those pumped up princes of the ring sure know how to promote themselves. But just how many digit-wearying, Half-Nelsons and Washing Lines can we contend with? The likes of Hulk Hogan and Hacksaw Jim have made a packet out of video games, but none of the games really offer true wrestling action.

The Terminator

Arnie's been in so many games that he's a pixelized institution. What with two T2 games and an original Terminator game, he must have tramped through more miles of horizontally-scrolling platform screens than any other character in game history.



UDLY PRESENTS key Awards



The Least Similar Sprite award

Bill and Ted's Excellent Adventure

A firm favourite with dudes everywhere, but just who are the stand-ins for the bodacious boys in this game?

You could tell Bill from Ted – after all one has a blonde whippy hairdo and the other has dark long locks, but that's as far as it went.

It may just as well have been Nigel Havers and Lemmy from Motorhead's Excellent Adventure. What next, Douglas Hurd and Glen Hoddle's Bogus Journey?

Hudson Hawk

Hudson Hawk is an action-packed thriller but when the game designers sent the game to Bruce Willis' agent for approval it was turned down because they thought that ever-so-slightly-balding Bruce's sprite's hair was receding too much.

So the designers added a few tufts of follicles and the result looked like he'd borrowed William Shatner's rug for the day.

The Punch-drunk award

George Foreman KO Boxing

The 'Punching Preacher' George Foreman put his considerable might behind George Foreman's KO Boxing. In recent years, George has put on a few inches around the tum, but he remains a formidable foe by not moving too much and slugging with his mighty mitts.

This game recreates with uncanny accuracy which is unfortunate as a laborious slugger match doesn't make classic Game Boy action.

Flying Warriors

Although featuring all-manner of combat styles in one cart the designers would have been better off just concentrating on one. Flying Warriors is so crudely animated that attaining physical control over your fighter is more through luck than judgement. Years ago there were some powerful combat games such as Way of the Exploding Fist. But sadly, we have yet to see a combat game that could punch its way out of a paper bag.

The Brake Down award

Wacky Races

Never have so many great characters featured in one cartoon as they do in Wacky Races. Dastardly and Muttley, the Anthill Mob, Penelope Pitstop and Peter Perfect to name but a few.

But a driving game based on the cartoon turned hilarity into tragedy as the loveable characters were forced to endure the most jerky, slow and uneventful race of their lives.

Days of Thunder

Not only was movie licence car race game Days of Thunder a non-starter but, once again, it failed to feature the star of the film, Tom Cruise.

Was this an oversight or did Cruise put his foot down? Certainly not in this race – neither did anybody else for that matter! As one of the first racing games, it started a gridful of race uncertainties.

Ferrari Grand Prix

Even with a different city skyline for each Grand Prix, there are precious few cars to race against, Ferrari Grand Prix really never left the pits to do the revered Maranello car supremo justice. The game is a never ending circuit of striped kerbstones and a few Sunday drivers who are supposed to be your opponents. What could have been the best Formula 1 licence game was basic, dated and ultimately thrills.



GET AHEAD

BAD INFLUENCE! ON SALE NOW



GAME BUSTERS

GB Santa's had his mince pie and glass of sherry, kindly left over the fireplace by the GB Action team, and in return he now gladly plies you festive readers with a bellyful of hints and cheats before bidding a fond farewell until next Chrimbo. Have a good pig-out and don't forget to send in your new tips to: Game Busters, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Kirby's Dreamland



If you push DOWN, SELECT and B you can choose how many lives you start with and you can also listen to all the different sound effects and music. Is that an exciting tip or what?

Gauntlet II

Sometimes it's impossible to get ahead and you're totally and utterly stuck. No need to worry in this little game though. All you have to do is hang loose for a couple of minutes and, lo and behold, all the walls will suddenly change to exits.

Power Mission

Andy Hessel from Wales – oh boy-oh – has the following password codes: Stage two seawall island: BYRBYN. Stage three deadly fight: LTNGTH. Stage four sea chamber: CHRRGM.

Mercenary Force

Get down to the basics and earn a fat wad of cash, 50,000 yen to be exact by going to the title screen and pressing UP, SELECT, A and B simultaneously.

Dr Franken

if you're finding this incredibly tough arcade exploration too hard and Bitsy's bits 'n' bobs remain more than an arm and a leg away, just enter this code to give you 66% of her bod: JIS87 ♥B64J FH60G.

Kung Fu Master

Defeating the guardians can often get just too overwhelming. Here's a few handy hints to get you through.

Level one: When the big boss wields his chainsaw, crouch down and wait until he moves it above his head. Then move in for the kill and hit him with two kicks before going back to a crouch. Repeat until you've done him over good 'n' proper.

Level two: Trap the guardian against the right hand wall and give him a kicking when he holds the barrel above his head. Then take a pace or two backwards so that you have enough space to leap over the barrel when he chucks it at you.

Level three: Be sure to have the bomb handy which you should have collected earlier on in the level by hitting one of the machine-gun enemies. Throw it the right by leaping up as you let go of it to cause maximum damage. Wait until the guardian has thrown four consecutive bombs, then move in for the kill and hit him twice before retreating to the higher platform up on the left.

Levels four and five: Keep jump kicking to force the enemy to the right-hand side of the screen. Stomp till he's a goner.

Final level: He'll jump at you feet first. When he lands, kick him twice, then retreat. Repeat, but beware of the dwarves.

Fortress of Fear

Even more extra lives winging their way to your good selves, but a bit of graft is called for beforehand because you'll need to score enough points to get on the title screen. Enter your name as W♥W and in the next game you should start with six yummy extra lives to play with.

AWESOME CHEATS

49

GB ACTION JAN '93

One of the more prominent figures to appear on the Game Boy is Franky, the hero in this mega difficult arcade adventure game. So, for those of you having trouble completing this monster of a game, look no further. Here's the complete solution from beginning to end.

CLOSET KEY

LEFT FOOT

DOWN TO LEVEL 2

CROW BAR

HELMET

Floor 1

The highest point of the castle holds some of the most important items, notably the crow bar

Floor 2

DOWN TO LEVEL 3

DOWN TO LEVEL 3

Dr Franken

RIGHT FOOT

DOWN TO LEVEL 4

LEFT HAND

DOWN TO LEVEL 4

Floor 3

The doorways coloured in red indicate doors that are locked and need keys or appear when certain objects are collected

DYNAMITE

DOWN TO LEVEL 4

BOOK

BUCKET

DOWN TO LEVEL 4

LEVEL KEY 1-4

DOWN TO LEVEL 4

SPANNER

PARAPET KEY

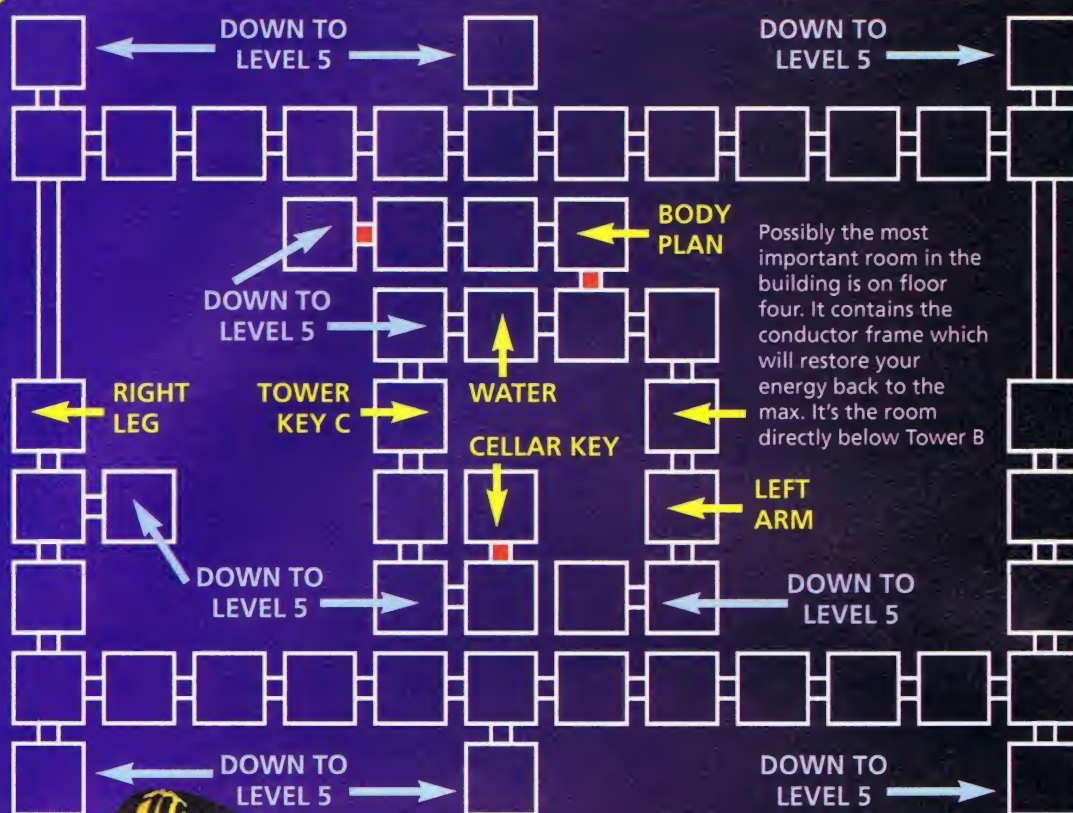
DOWN TO LEVEL 4

RIGHT ARM

If you've ever played the game, not saved it and continued another time from the beginning you'll know there is no set order in which to collect all the items.

Obviously some objects will have to be found before revealing the location of others but there's no need to worry too much about the order





Possibly the most important room in the building is on floor four. It contains the conductor frame which will restore your energy back to the max. It's the room directly below Tower B

Floor 5

SAFE CODE

DOWN TO LEVEL 6

TORSO

DOWN TO LEVEL 6

LANTERN

FULL BUCKET & TORCH

ROPE

DOOR KNOB

LANTERN

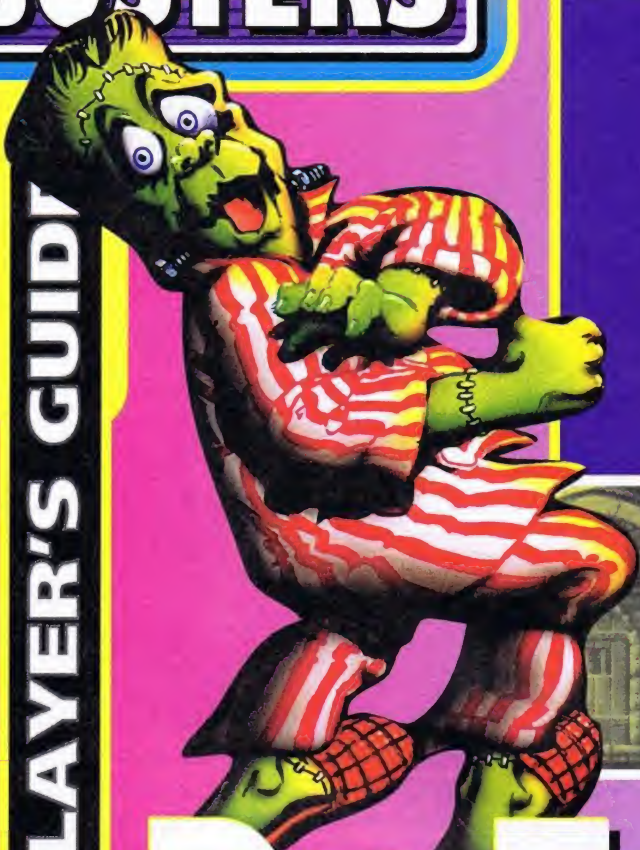
PENDULUM

DOWN TO LEVEL 6

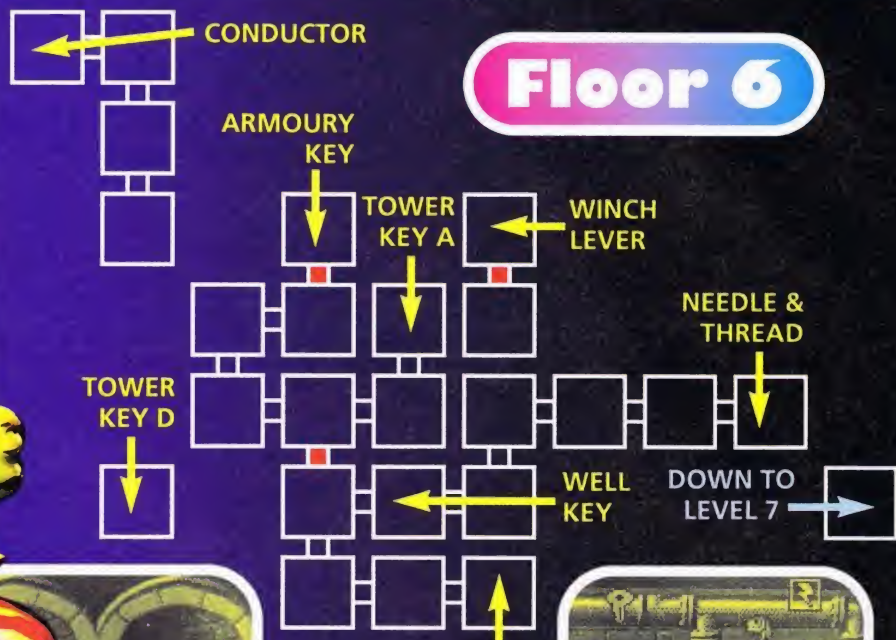
Initially you'll need to use your lanterns to see in the darkened rooms. If these run out there are a few to be found on floor five. To reach these simply jump up the drainpipe and across the blocks.

If you leave the screen and then re-enter again the lantern will have been replaced and can be collected over and over until it's back at maximum power

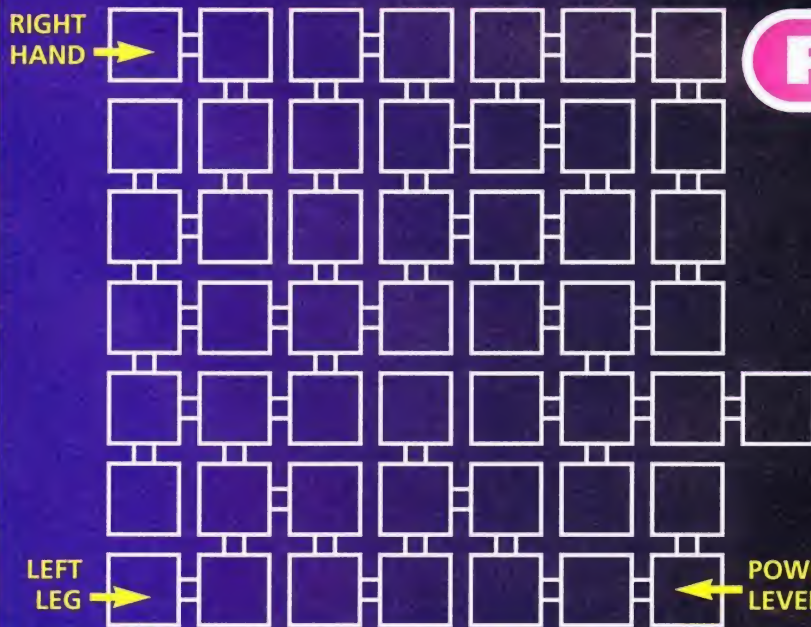




Dr Frankenstein



On Floor 6 there are loads of items to be found and the lab is situated in the bottom right. Head for this when all the items are collected



Floor seven is the most difficult area of the game as you can't call up the map to see where you are. There are a few very important items to be collected so use the map to help you.

It's best to wait until you have the torch in your possession before attempting this as the lanterns will run out of power before everything's been collected here





As in the other stages there are a load of helpful young ducks to tell you what to look out for. Use the advice they give and the area will be made much simpler to complete.

Huey needs rescuing here so keep on the look-out for him. Go up the first rope, go right and down the next rope to find him. It's as simple as that!



Huey lets you know that there is a secret wall situated in Transylvania. Make your way around and when you reach this point you will have found the secret room.

Inside the room there is a block that contains an item to give you an extra boost of energy. This comes in handy at the end of the level

Another section cracked just for you by the hard working crew here at GB Action. This time around Transylvania gets the full work-out...

Duck Tales



If you come across the carts, don't hop in them, try to find a way around them, unless you want to just bang your head on the ceiling and lose energy

Watch out for the falling platforms because these too will knock the energy out of you. The ghosts are an indication that the end-of-level nasty is very near.

These are simple to avoid and don't offer too much threat. The main thing to watch out for are the holes in the ground. If you get too cocky these can catch you out



The end-of-level nasty isn't too great a problem if you have plenty of energy. Don't attempt to hop onto his head while he's flying. Wait until he's back on the ground before pogoing onto him.

Time this right and it won't be a major problem. Just remember, he doesn't stay on terra firma for long!



GAME BUSTERS

AWESOME CHEATS

Battle Bull

Suchet Budon from Birmingham would like to pass on the following tipette. In order to reach the last level of Battle Bull with all the weapons and add-ons, use this password: \$F**.

Parodius

If you want to get fully powered-up in this fabulous shoot'em-up, then just do the following. Press UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, B, A, B, A. And off you go.

Nemesis

Finding it all a bit too much and could do with a helping hand? Well, this is what to do. When playing the game, press PAUSE and then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, and START.

Mega Man

To get to Wily's fortress, just enter the following code: A2 A3 B4 C2 C3.

Soccer Mania

Here's a pretty useless cheat really but try it out for a bit of a diversion. If you're totally anti-social and would like to play against invisible opponents, then go to the title screen and do the following. Press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START and, hey presto, there's no one there!

Fortress of Fear

Julia and Eddie Brown from Cheshire have uncovered some extra goodies. Here goes... On level 1.0 go left at the start for a bonus life and a key.

To get the extra life in the chest which is under the bridge stay on the cloud and jump right at the bottom.

On level 1.1 take the bottom exit to enter the bonus screen. On level 1.3 jump left off the lift for a bonus screen and then jump right again onto the top ledge for another bonus screen.

Probotector

Benjamin Brezil has worked out how to get nine lives to give you a push in the right direction in this game, otherwise known as Operation C. On the title screen type in four DOWNS, four UPS, four LEFTS and four RIGHTS, then START.

Dr Franken

Howard Tee from Southend-on-Sea has supplied the final level code for this frankly spooky game. Here it is: FJ6VT NNVVV VG208.

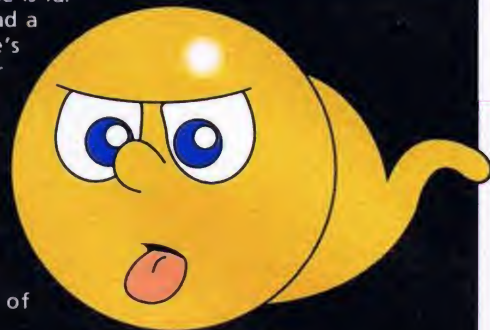
This will leave you one room short of the life-giving machine with all the required parts of the machine and Bitsy, your long suffering girlfriend.

Yet another page of bumper tips and little cheating snippets to act as a guiding fairy light through the murky winter depths. You're spoilt for choice!

Kirby's Dreamland

If you feel that the game is far too easy once you've had a fair few bashes, here's how to make your gaming life that touch harder. Push UP on the control pad, then SELECT and A. The words EXTRA GAME will appear. Push START and you'll experience a much tougher challenge.

Cheers Paul Davis of Essex, you're a pal.



Wizards & Warriors

The invitation of extra lives is enough to light up any game player's eyes. Here's what to do with this particular game. When you get to the high score screen, enter HEART instead of your name and you will then automatically start the following game with a grand total of six glorious extra lives.

DIAL A TIP

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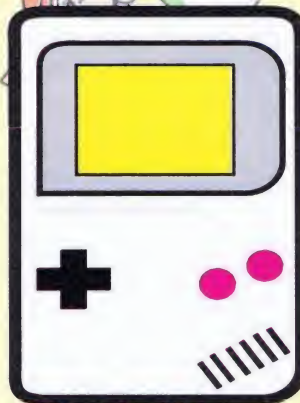
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Dolph and Jean-Claude stand pixelized pectoral to pixelized pectoral in Accolade's forthcoming Game Boy attraction, Universal Soldier, rated 80% in this issue of GB Action.

Blink an eye and you'd have missed a rib-cracking blow, munch some popcorn and you'd have lost out on a gut-wrenching scream, go for a choc ice and the storyline would be a mystery when you returned to the auditorium.

So now is your opportunity to catch up on those crucial lost moments. Yes, every blow and every laser blast can be relived again and again on video.

Dolph Lundgren and Jean-Claude Van Damme are real hard men. Can you answer the three easy questions below about these Hollywood tough guys?

Entries to be in by 30th Jan 1993. Send them to:

**Universal Soldier Compo, GB
Action, Europress Direct, PO Box
2, Ellesmere Port, L65 3EA.**

1) Sylvester Stallone starred in a series of boxing movies. Name the first one.

2) In 35 years of movies, Clint Eastwood has been an indestructible tough guy. Name the last movie he directed and starred in which won worldwide critical acclaim this year?

3) Charismatic toughy, Rutger Hauer used to be seen advertising a brand of beer. Name this beverage?

My answers are:

1)
2)
3)

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57

GB ACTION JAN '93

GAME BOY TOP 20

THE ULTIMATE BUYER'S GUIDE

THE ADDAMS FAMILY

Ocean
Platform romp
£24.95
1 player
Released 1992



Platform movie antics with the strangest family this side of the grave (or is it the other side?). Ocean's third game on the Game Boy, both fun and addictive, is a step in the right direction. Gomez has to find the rest of the family who have disappeared. Although graphically not tremendous it is competent and cute, strange for a bunch of ghouls don't you think?

80%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Acclaim
Platform adventure
£25.00
1 player
Released 1992



Seldom does a decent game emerge from a cartoon licence yet this one turns out to be fun and addictive. You control Bart as he attempts to make his escape and rescue his sister Lisa from her predicament. Along the way you'll solve a few puzzles and put a stop to the evil doings of some nasty people. It all adds up to an enjoyable game.

84%

BOMB JACK

Infogrames
Puzzle/action game
£24.99
1 player
Released Nov 1992



A well oiled state-of-the-art arcade conversion that suits the little screen well. You control Jack as he zooms around the screen lighting rows of fused bombs in the correct order while marauding nasties pop up to complicate the task. Simple but effective and with 60 screens, it becomes addictive all too quickly.

82%

BUBBLE BOBBLE

Taito
Platform romp
£24.00
1 player
Released 1991



Bubble Bobble is arguably the definitive platform romp. The GB version is particularly impressive with exciting action. Graphics are OK and the sound is good although a tad annoying. A shame it's not for two players, but still full of fun.

87%

BUBBLE GHOST

Infogrames
Puzzle game
£20.00
1 player
Released 1991

Friendly ghosts are hard to find; Bubble Ghost is an exception. You have to guide a bubble through many hazardous screens by simply blowing it. Difficult enough to keep even the most hardened of gamers busy for eons despite the fact that there are less than 50 screens there. Pleasantly addictive and fun for all.

90%

BART VS THE JUGGERNAUTS

Acclaim
Action/puzzle
£24.99
1 player
Released Oct 1992



Bart takes on the Juggernauts through a series of events, each requiring great strategy, strength and skill. These include mastering the art of skateboarding, weightlifting and square hopping, plus the beat'em-up sequences. Some of the puzzles take patience to fathom out but you're sure to be returning time and again to get it just right.

85%

CASTLEVANIA 2: BELMONT'S REVENGE

Platform romp
Konami
£24.99
1 player
Released 1992

There isn't much difference in the visuals dept here from the graphics in the original game. There has been some fine tweaking on the gameplay side of things and the end result is very enjoyable. Neither are the levels too damn hard to complete and the inclusion of a level selector keeps your interest high.

86%

DR FRANKEN Elite

Arcade adventure
£24.99
1 player
Released 1992

Ghoulish goings on see Dr Franken searching his Gothic castle in search of the severed bits of his long-time girlfriend (sic). There are around 100 spook-filled rooms to search, each packed with marauding monsters.

Gathering just about anything available that isn't bolted down, Dr Franken must go forth and solve diabolical puzzles if he is ever to discover all the bits of his girl.

90%

HOOK
Ocean
Platform romp
£25.99
1 or 2 players
Released 1992



If you've been disappointed by the movie, then the game from Ocean will redeem all. This is a platform romp of the highest quality, bound to have you addicted for months. Platform leaping isn't all it contains either as there are flying and beat'em-up sections to master as well. Controlling Peter Pan, the quest sees you trying to rescue your children from the clutches of the dreaded Captain Hook. Great graphics and gameplay add up to one heck of a treat.

85%

JEEP JAMBOREE
Gremlin
Driving simulator
£24.99
1 or 2 players
Released Oct 1992



Whether you're a driving game freak or not, this comes highly recommended. Get behind the wheel of your jeep and prepare to burn rubber in a fast action and highly addictive race. The choice of courses on offer, each varying in difficulty, leave little room for boredom and the tracks create a realistic feel of the rough and tough of bumpy road racing.

91%

MARIO TENNIS
Nintendo
Sports simulator
£20.00
1 or 2 players
Released 1989

Mario and Luigi battle it out with backhands, smashes and volleys in this enjoyable tennis tournament. Four difficulty levels call for tactical thinking. Your opponent is no walk-over and you'll keep on returning for more. It's fast paced with realistic ball and player movement.

89%

NEMESIS
Konami
Shoot'em-up
£25.00
1 player
Released 1991

Nemesis is widely regarded as the best blasting game on the Game Boy, and quite rightly so, for the time being! It is a fast action, addictive blast pulled straight out of the arcade and brought to your mono screen with gusto. Detailed graphics serve their purpose well.

86%

PROBOTECTOR
Ultra Games
Shoot'em-up
£19.95
1 player
Released 1991

Excellent blasting game with two different styles of play. The graphics are great with some good looking backdrops and well drawn sprites. Difficulty is set just about right and the end result is most definitely something that's worth having.

87%

REVENGE OF THE 'GATOR
Nintendo
Bat 'n' Ball
£19.95
2 players
Released 1991

A delightful and addictive pinball game which has all the trimmings associated with the arcade. With five separate tables to scroll, realistic ball motion, the obligatory buzzes and bells and a smattering



of targets to knock out and bonuses to collect, you'll be onto a real gem.

90%

R-TYPE II
Irem
Shoot'em-up
£24.99
1 player
Released Dec 1992



Another frenzied shoot'em-up in the blackness of space, making this, like its forefather, a blasting freak's dream. Baddies may be a mite tougher and backdrops more detailed but music is unchanged and the action and general set-up are very very similar to the first game. Apart from this, gameplay as a whole is quite ingenious.

88%

SPEEDBALL 2
Renegade
£24.00
1 player
Released Nov 1992

A future sport sim combining brutal non-stop action with team coaching. Just like the movie Rollerball, you dash around the arena attacking the opposition. Get control of the steel ball and go for goal. The true essence of the original has been maintained.

91%

SPIDER-MAN 2
Acclaim
Web'em-up
£24.99
1 player
Released Oct 1992

The webbed wonder makes a comeback in this entertaining sequel. Six diverse levels take you around crime-ridden streets, have you rummaging inside the warehouse and crawling down the sewers. Graphics are snappy and the wall crawling, web slinging and aerial attacks will appeal to anyone.

80%

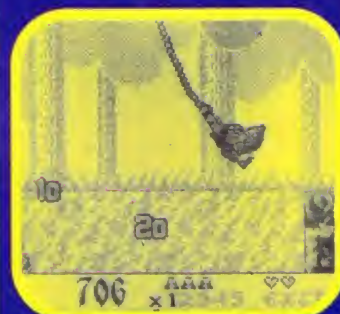
SUPER MARIO LAND
Nintendo
Platform romp
£19.95

1 player
Released 1989

Released to coincide with the launch of the GB itself this is still regarded as the best in its genre. Mario is such a recognised character now that you needn't be told what is involved. A real must-buy!

94%

SUPER HUNCHBACK
Ocean
Platform romp
£25.99
1 player
Released 1992



Not many releases reach this high standard but this is one you must own. It features some of the most humorous graphics you'll ever see on top of very addictive gameplay, not to mention some terrific sound effects. Rescuing Esmerelda is a great task for everyone, rush and buy it now!

91%

SUPER MARIO 2
Bandai
Platform romp
£24.99
1 player
Released Nov 1992



A cuddly and quite exquisite platform caper that takes its inspiration from Super Mario World on the Super NES. With distinct worlds to explore and gigglesome tricks to practise, it absorbs and expands on its predecessor. The usual secret rooms, pipes and bonuses to collect are included as are additional features such as the hero himself being able to fly, swim and go into orbit! The battery back-up facility does tend to make it easier than it should be though.

90%

CLASSIFIED

SWAPS

● Will swap my Bugs Bunny for Bart Simpson Escape from Camp Deadly. Contact Andrew on (021) 628 3960.

● Swap Chase HQ for Kid Icarus or Balloon Kid. Call Andrew on 081 771 8294 between 4pm and 6pm.

● Will swap Chessmaster (boxed with instructions) for Tiny Toons or Gremlins 2 or Dragon's Lair or Super Hunchback or Super RC Pro Am. Phone Andy after 4:30pm (0234) 741292.

● Game Boy games to swap. Will swap my Mario, Track Meet, Addams Family or T2 for Prince of Persia, Hook, or Dr Franken, Blues Brothers or any other good games. David Latham, 143 Halton Rd, Sutton Coldfield, West Midlands B73 6NY.

● Pitfighter for swap for Bad N Rad, Hook, R-Type, Othello, Robocop, Dr Franken, or Dr Mario. Please contact (0509) 267978 ask for Dean or Cora.

● Will swap Burai Fighter Deluxe for Blades of Steel or Bill and Ted's. Phone David on 0787 70455, call between 4pm and 6pm

● Will swap WWF1, World Cup, Turtles Fall of the Foot Clan, for Mario Golf, Tennis or any other good games. Craig. Tel: 0405 813846.

● Will swap Double Dragon for Navy SEALs or any other good game except Tennis, Mario Land, WWF and Tetris. Fully boxed or sell for £15. Please call (0978) 762253 after 6pm. (Anthony)

● Will swap Gremlins 2 for Mario 2 or Bart 2, or sell for £16.50. Phone James on 080298 813319, must phone after 4pm.

● Swap Nuby Game Light for Tetris, swap Tennis for Boulderdash, also Dr Mario for Chessmaster, Tiny Toons or Dr Franken. Tel 0602 612 713 after 6pm. (Philip)

● Will swap Dr Mario + Turtles 1 on the Game Boy for any good Game Boy games that you have got. Ring Alex on 0453 546120.

● Swap my Game Boy, Tetris, WWF, all leads, earphones, all boxed with instructions. For UK Street Fighter 2. Must be boxed. Phone Michael (0226) 285317 after 6pm or sell £60.

● Will swap Tennis for any good Game Boy game or light and magnifier. Contact Craig on 0533 870119.

● I will swap my Game Boy for a Mega Drive with 2 or 3 games. Game Boy has 7 games. Ring LEEDS 786089 (Gareth Jones).

● Will swap Duck Tales Game Boy game for any good boxed game or will sell. Call 0302 530957 (Mark).

● Swap my Bart Simpson, Kwik, Duck Tales, Fish Dude, Adventure Island for Dr Mario, Boulderdash, Golf, Tiny Toons, Bill & Ted, Bubble Bobble. Phone 0474 566242 between 6-8pm ask for Gavin.

● Swap Game Boy with eight games, AC adapter, light and magnifier boxed as new for Game Gear, AC adapter and 6 games as new. Phone 0742 312175 (John).

● Will swap Game Boy Alleyway or Spiderman for Jordan Versus Bird, Monopoly, Kirby's Dreamland, Dr Franken, WWF2, Side Pocket or Volley Ball boxed & instructions. Call Alan on 0582 663040.

● Swap my WWF and Simpsons Game Boy games for any of your two Game Boy games. If interested write to: Gavin Long, 79 Riverside Court, Longford Close, Grandpont, Oxford OX14NQ.

● I have 14 Game Boy games up for swaps! No buyers please. Games include Duck Tales, Mega Man 2, Robocop, Super Mario Land and others. Please contact David on 0942 31337 NOW!

● I will swap Gremlins 2, Duck Tales or Mario all boxed with instructions for R-Type or Turrican. Phone 0222 706573 or write to 66 Penlan Road, Llandough, Penarth. Ask for Leighton.

● Game Boy mate wanted to swap games with, link up with and talk about Game Boys. Someone who lives in Leicester or Narborough area. Phone Mat 6pm-7:30pm on 753951.

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● Will swap Nintendo (NES) with 3 games, Popeye, Metal Gear, Turtles for Master System 1 or 2 with 2 or 3 games. Tel: James on 0732 822 652.

● Swap Atari Lynx games for Game Boy games. Klax, Slime World, California Games, Blue Lightning and Gates of Zendocon for any Game Boy games. Phone Philip on Sheffield (0742) 644312.

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● Game Boy for sale with T2, Battle Toads, Super RC Pro-Am, Mickey Mouse, Link cable and earphones. £75. Phone Matt on: 0509 413936.

● Game Boy, gamepak, carry case and 8 games including Camp Deadly, Kick Off, WWF, Super Mario Land, Burai Fighter Deluxe, Spiderman, World Cup, Tetris. All boxed, well looked after. Tel Mark on 03552 24101 between 4-5pm. £100 ono.

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● For sale Game Boy with six games including Terminator 2 and F1 Race. For only £105. If you are interested call Graeme on 0257 482981.

● For sale: Three Game Boy games: Double Dragon 1, Bubble Bobble and Kick Off. All games £17. Phone Tom on (0934) 863 425, Bristol area.

● Game Boy games for sale, from £12 each. Phone Glos (0452) 304093.

● 16 Games on one cartridge inc Dr Mario, Mario, Tennis, Pitman etc. Sell for £100 ono. Not available in Britain for the Game Boy. Ring 0900 602995. Ask for Danny.

● Game Boy for sale, includes Tetris, Hook, Gamelight, Magnifier and rechargeable battery pack worth £160, sell for just £120. Phone 0648 42431 after 7pm and ask for William. Also for sale a TV Tunes for Game Gear worth £75 sell for just £45.

● Game Boy games for sale, Wheel of Fortune £14, Bubble Ghost £12 or swap for Blades of Steel or Othello or Duck Tales. Phone Adam on 0482 508300 after 5pm.

● Game Boy games for sale Castlemania 2, Fortress of Fear, Mega Man 2, Mickey's Dangerous Chase, Pitfighter, Robocop 2, Navy SEALs, £13 each. Tel Stuart on 081 6844886.

● Game Boy games for sale or swap. Including Bo Jackson (hasn't come out in England yet), Batman and more. Phone between 6:00pm-7:00pm or 9:00pm-10:00pm. Ask for Alex Grove. 0279 651009.

● Hello it's me. Game Boy for sale, absolutely excellent condition. Contains Tetris, headphones, etc. Plus two games: Golf & Snow Bros. Going cheap, £75. Call James: 0296 613017 after 4 pm. PRIMA!

● Game Boy, leads, 4 year guarantee, magnifier, Battery pack adapter, all boxes & instructions (except Magnifier). Games: Tetris, Batman, Blades of Steel, Double Dragon, Dragon's Lair, World Cup Football, Hook. Will sell for £170-200, or swap for decent remote control video, good condition! WP Henton, 27 Pindar Rd, New Parks Est, Leicester, CE3 9RN.

● Various Game Boy Games for sale at good prices. Please send for list to: Cath, 3 North Close, Cocker Mouth, Cumbria.

● Blades of Steel and World Circuit Series fifteen pounds each, both boxed and very new. Phone 07683 51077 and ask for Brett after 5pm. You can't get better condition games.

● Game Boy for sale, four excellent games including Batman and Spiderman, 2 player lead, headphones, cleaning kit and carry case, only £120. Phone 021326 8736 and ask for Mohammed strictly weekends. Buyer collects.

● Game Boy for sale with lightboy and five games including R-Type and WWF1. Will sell for £110 ono. If interested call Karl on 061 449 9784.

● Game Boy games for sale: Burai Fighter Deluxe £17 and Tetris £10 both in good condition. Phone 051 489-8931 or swap for Tiny Toons or Super Mario 2 (wanted). Ian Liannigay, 120 Rupert Rd, Huyton (Nr Roby), Merseyside L36 9TQ.

● For Sale - The Personal Love Letters From Marcus to Leila - Get them before The Sun does! Hot Stuff! Write now to: "Love Letters", Europress Interactive Advertising, Europa House, Adlington Park, Macclesfield. SK10 4NP.

● For sale Gremlins 2, TMNT2, Bubble Bobble. Gremlins & Bubble Bobble without instructions. Will consider swap with good game. (Tel) 0625 525094. Macc-Wilmslow Area.

● For sale or swap WWF for the Game Boy not used very much, good condition £15 ono. Contact (Karl) on (0298) 812279.

● Game Boy games for sale. Golf, Boxxle, Gremlins II, Chase HQ, Dragon's Lair and Boulderdash. All boxed with instructions and in mint condition, please call Paul on 0992 893623.

● Game Boy for sale with four games including Jeep Jamboree and Gremlins 2. All for £70. Tel (02341 712006) and ask for Alex.

● Game Boy games: WWF, Duck Tales, R-Type, Hook and Batman Returns for sale. £15 each. Good condition with manual. Consider swapping for any good game. Phone 0203 596315. Coventry area only.

● Game Boy with 13 games: 11 game cartridge, 2 single cartridges. Games include Turtles 2, Popeye 2, Skate or Die and Super RC Pro Am. Some boxed, will sell for £185 ono. Tel 051 256 0123 (Jamie).

● Gameboy, light & Magnifier, car adapter, rechargeable batteries, 3 great games, inc. Duck Tales, Tetris & King of the Zoo. Bargain at £65. Tel 0889 582968 and ask for Gareth.

● Game Boy game Dr Franken excellent condition sell for £20 or swap for any good game. Ring David on 0227 367949.

● Super Mario Land for sale virtually brand new, full instructions and original box £12. Also Amiga games Populous 2 and Monkey Island, also nearly new, £15 each. Phone Steve on 0509 504152.

● Game Boy bargain! Excellent condition with amp, magnilight, cart case and Konix Holster. 5 cartridges (inc. Battle Toads!). All worth £120, sell for £105 ono, or swap for Lynx 2 with 3-4 games. Tel: 0404 814296 (Dean).

● For sale, all boxed Game Boy plus 4 games, headphones, Game Light, Game Magnifier, 2 player link up, rechargeable power pack. Cost £240 sell £180 ono.

● For sale Game Boy, game light, 10 games including WWF, CastlemaniaII, Mario, Robocop, Solarstrider, Batman II, Bugs Bunny, Chase HQ etc. Boxed VGC. Sell for £200 ono. Phone Dave on 0293 515225.

● For sale. Game Boy, game light, adapter and 11 games: including Ninja Gaiden, 5 on 5, Basketball, Bugs Bunny 2, Othello and Star Trek. Mint condition worth over £300, sell for only £200 ono. Phone 03032 78704.

● Game Boy for sale, with five games cost quite a lot of money sell for £115 or will swap for Nintendo also with five games must include Mario Bros Three. After 4pm. Tel: 031 447 3000.

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Address

Post code

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP

ADVERTS

● Game Boy for sale with eight games including Super Mario Land, Nemesis, Turtles and Double Dragon. Unscratched screen plus a Nuby Game Light. £120 ono. Phone Ed on 081 318 9101 after 4pm.

● Unwanted Game Boy Carts Bought. Must be in good condition, will collect. Midlands area. All games considered except Tetris. Ring Leicester 0533 832651 between 10:00am and 7:00pm.

WANTS

● Wanted WWF 1 or 2, Spiderman 1 or 2, Super Mario Land, Duck Tales, Bugs Bunny or Batman 2. Will pay £12. Tel 021 355 4823 (David).

● Wanted Game Boy in good condition also games call 0530 413647 (Leicester Area).

● Wanted Nintendo Game Boy. Up to £40 available for Game Boy and up to three games. Please telephone Chris after 6pm on 0271 830194.

● Wanted Game Boy game Kirby's Dream Land and Operation C (AKA Probotector). Phone Mark on Rugby 814026 will pay £10 each. No postal deals.

● For sale: Atari 2600 games very cheap (including instructions). Wanted: Any Game Boy games especially Spy Vs Spy, Dr Franken, Gauntlet II. Will pay £10-£15. Ring Mark on 0348 874263. Also want Super Mario Land.

● Wanted Game Boy games for £15 or less. Any games call 0248 810140 NOW. Please ask for Anthony Bunting. I have got Duck Tales and Tetris and I might swap them.

● Wanted Game Boy games with instructions. Will pay up to £10. Contact Arie on 081 800 0395 after 6pm. Also wanted: Game Light/Magnifier.

● Wanted Adventure Island and Faceball 2000. Will pay reasonable price only. Must have instructions, case and box. Phone Russell after 4pm on 0248 680132.

● Wanted for Game Boy: Prince of Persia, Mega Man 2, Super Hunchback, or Addams Family. Will swap Robocop 2, T2, Dr Franken, Bugs Bunny. Will swap separately. If so write to: Steve Richardson, 23 Burlam Rd, Linthorpe, Mibro, Cleveland, TS5 5AN.

● Wanted Super Mario Land for Game Boy, will pay up to £12. Also Mario 3 for NES for sale, £20. Tel (0843) 299912 ask for Russell after 6pm.

MISC

● Nintendo (NES) for sale with 3 games. Turtles, Popeye, Metal Gear. Cost new £140. Will sell for £60 ono. Tel 0732 822652 (James).

● Commodore 64 games computer, two joysticks and approx. 100 games. With box and all leads. Will sell for the bargain price of £130 ono. Phone Cheltenham (0242) 252894 (John)

● 14 in 1 & 32 in 1 cartridge for sale no instructions top games. 14 in 1 £100. 32 in 1 £200. Phone Kenny on 041 639 3783 after 4pm.

● Yo! NES Nintendo for sale with 3 great games including Double Dragon 2, £95. Please phone after 6pm ask for Paul. Tel: (041) 633-3189.

● NES for sale with 6 games including SMarioB3, Zapper and Maverik. 2 Joysticks included. All for £185 Tel 081 363 5423 evenings from 4pm to 8pm. Ask for Craig.

● For sale Sega Master System games: Transbot £5, Bank Panic, Secret Command £10, Golden Axe, Double Dragon £15, Master System £40. Ring Adam on DISS 0379 651706.

● For sale, Lynx with Paperboy & Gauntlet 3. Old model, with broken screen cover (still works) so only £80 ono. Write to Nick Pennick at 3 Newquay Close, Walsall, West Midlands, WS5 3EP. Alternatively, will swap for Game Boy with Tetris etc & 1 other game.

● Gamer-Link! The pen pal club for all gamers! Free swap service! SAE for details to: 28 Church Field, Ware, Herts SG12 0EP.

● Atari Lynx plus 5 games, Xenophobe, Hard drivin', Blue Lightning, California games and Slime World, with comlynx cable and power pack. worth £240, sell for £110 Tel (0453) 843798.(Edward)

● Amstrad CPC 464 with GT 65 Monitor and 2 joysticks. 20 games and MP1 Modulator. After 4:30pm. £120 ono. 0902 725702.

● Sega Master System with two control pads. Four games: Wonderboy 3, The Dragon's Trap, Shinobi and Secret Snail. £55. Telephone 0892 521271.

● Commodore Amiga 500 for sale, good condition, over 20 games, 2 joysticks, 1 mouse. Instruction manuals and disks sell for £250. Ring (0274) BRADFORD Area, 581514 NOW!

● Radio controlled boat with electronic speed, controller, battery and charger worth £170, sell for £100 or swap for Game Gear with two games. Phone 0535 680110 ask for Chris. Phone after 6pm.

● NES for sale with eight games including Mega Man 3. Also SMarioB3 and Duck Tales and Joe N Mac. All for £150. Phone me on 0502 722748. Peace.

● For sale NES with Double Dragon 2 worth over £90, sell for £45. Still boxed never used. Unwanted present bought September 25th 1992. Ideal Christmas present. Phone Peter 0977 793734.

● Nintendo NES boxed as new with light gun, Super Mario Bros & Duck Hunt £70. Buyer collects. SW London. Phone 081 789 1556. Evenings only.

● Swap Game Boy including games for Atari Lynx II with games or sell for £150 ono. In very good condition. Also light, carry case, battery charger and adaptor. Tel: David on (0524) 460436.

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Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Megadocious

Q Dear Jason, I've been playing Mega Man II to death and I always make it to the first robot before I get plastered all over the turf. This is infuriating because there's nothing worse than not seeing a game through to fruition.

It's that sense of achievement and the knowledge that you're the best games player in the land! However at the moment I feel totally deflated. Please, please put me out of my misery!
Greg Swatridge, Bognor.

A There's a loaded revolver in the library Greg! It's best not to get too wound up. Look at it logically... or alternatively, take the advice of red hot gamer Kaifung Ma who, by creepy coincidence, sent in a fistful of tips including a solution to your hanky-soaking

tragedy. Kaifung reckons that you should gingerly approach the first robot, a thumping great bird, and simply slide under it when it comes to jump at you.



Then run to the edge of the screen and slide under the bomb. Next, jump over the moving spike while shooting the robot's head. Then repeat the process.

A Mug's Game?

Q I was shocked to read in a paper that there was an epidemic of gangs going around mugging

people, both kids and adults, and stealing their Game Boys.

In one case a 13-year-old lad was punched to the floor and kicked by a gang of four youths.

As a father of two, a boy and a girl, who are both keen on playing the Game Boy, I'm very worried about them going out with it.

Is there some sort of club that they can join? And have you got any tips on how to avoid being a victim?

Robert Clifford, Dorking.

A Before Game Boys it was personal stereos and digital watches. There was even a spate of muggings where people wearing expensive trainers, watches and even designer clothes were assaulted and robbed.

The tabloids, in their inimitable style, are blaming it on Game Boy addiction which is ridiculous. If it wasn't Game Boy it would be something else.

The fact that there aren't any national clubs for Game Boy players is that it is by nature an insular, personal pursuit and I'm not sure that such an organisation could help stop crime.

Our advice is to conceal your Game Boy when you're walking down the street, don't tempt fate!

When you play your Game Boy outside, it might perhaps be safer to do it in a place where there's a lot of people around, either on the bus or train or even with a group of similar minded friends.

Cost Effective

Q Dear GB Action, I'm in a bit of a dilemma! I've been buying GB Action since issue three and I've really enjoyed it and found it very informative.

Incidentally my friends and I really like the new look and especially the price (what a bargain eh?), although we didn't recognise it at first... what a change!

★ ★ Grey Hairs ★ ★

Q Dear Jason, I've noticed that some of the mail order adverts in your magazine list Game Boy games which haven't appeared on the shelves yet - I presume they're grey import products.

Generally, they are cheaper and I'm really tempted to phone up and buy some. But about two years ago I phoned up a mail order company to buy two games for my Amiga.

I paid by credit card and payment went through and appeared on my statement. After a month of waiting I phoned up only to be told that the games I'd ordered had gone out of stock and hadn't been re-ordered and would I like something else?

I said I wanted my money back but after numerous letters and phone calls which must have cost a fortune, I only got my money back after I went to the small claims court.

So you can understand I'm a bit dubious

about ordering from one now. Have you heard any complaints?
Melissa Gillan, Middlesex.

A If readers experience problems with mail order companies the magazines usually hears about it, as the plaintiff often feels like they have got nobody else to turn to.

When I was working on magazines in the past we regularly heard of money not being refunded for games turning up late or not at all and companies going into liquidation with no hope of getting a refund.

All I can say is we haven't heard of any such incidents with mail order ads in GBA which is encouraging, though I am sure there are a few cases.

I spoke to Console Plus on the matter and they said their policy was never to accept cheques or process credit cards if the product is not in stock. They also monitor stock levels so they meet supply with demand.

However, I also bought the official Nintendo mag. Buying both would be a bit expensive. **Jonathon Tayforth, Longsight.**

A Of course which mag you buy is essentially a matter of personal taste and the sort of needs you have.

GB Action is 100 percent Game Boy and so if you've got the hand held it'll tell you all you need to know. At only 99p I think you'll agree it's very good value indeed.

Of course because the official Nintendo mag has to cover three formats: NES, SNES and Game Boy, the Game Boy at most will only have a third share.

Also we can let you have the unofficial news and reviews of American and Japanese import games, not available in the shops as of yet but easily obtained through mail order companies.

I think that sums it up quite succinctly doesn't it?

Fortressed Out

Q Dear Jason, I've been playing Fortress of Fear on my Game Boy for ages now but I keep getting stuck

in a rut whenever I get to the third world.

I've been collecting as many gems as possible to keep my force high but I could really do with an extra life and a key to give me a bit of a boost. Can you come to my rescue?

Brad Thompson, Wiltshire.

A On level three, go to the edge of the ledge and then bide your time and wait for the block to appear.

Time your jumps carefully for the next two blocks and then make your way onto the ledge on the other side.



After that, go all the way back again to collect the extra life and key before continuing with the level. At all times, press UP on the

control pad to go through doors and up stairs etc.

The aim is to explore all possible avenues of pursuit. Hope that helps you out Brad.

Itchy Fingers

Q Dear Jason, I've recently saved up my pocket money and bought a Game Boy but I'm

worried that when I take it to school and get it out it might get lost, stolen or broken.

Is there any way I can get insured because it would take me ages to save up for a new one all over again?

Alan Colwyn, Glasgow.

A Policies vary but it is possible that you could insure your Game Boy on your parent's household insurance. Just get

your parents to ask your insurance agent what such an insurance would cover.

We spoke to Royal Insurance who said that under most circumstances the Game Boy would be covered as would any other computer or piece of kit such as a video camera.

Off The Wall invites you to review a recent Game Boy game for our new 'Public Eye' feature. We will print the best one and the winner will receive a game of their choice. Write no more than 100 words and send a picture of you and your mates in too.

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Gameplay - 9/10 GB Action

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NEXT MONTH

Issue 9 Out Thursday 28th January



Reviews

EXCLUSIVE! Crash Dummies... a smashing time had by all? We survey the damage before the accident has even happened. Another **EXCLUSIVE!** Spectacular role-playing adventure, Robin Hood: Prince of Thieves, designed to keep the men (and women) merry. Yet another **EXCLUSIVE!** Bullfrog's highly-acclaimed Populous reviewed.

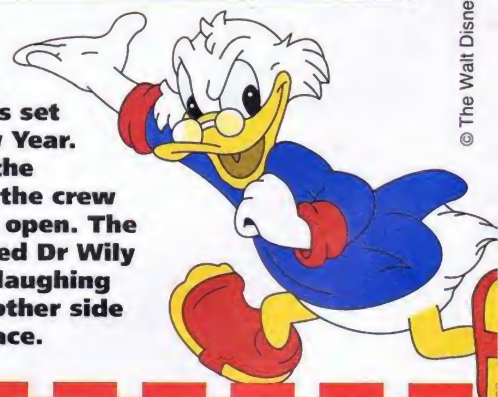
Also at 38,000 feet, has Phantom Air Mission got its head in the clouds? Find out next issue! Alfred Chicken - might be an unlikely name, but could this bionic-beaked domestic fowl out-Mario Mario?



Player's Guides

The final part of Duck Tales, taking you through the Himalayas and the African Mines is set to greet you in the New Year. Plus, Mega Man II has the topping lopped of it as the crew

crack it open. The demented Dr Wily will be laughing on the other side of his face.



Previews

Like a bolt from the blue... or is that a bolt through the neck? Elite's elite sequel Dr Franken 2 is soon to arrive. What horrors are in store? Plus Ocean's movie licence game Cool World... featuring the pixelized Ms Basinger will be on full parade.



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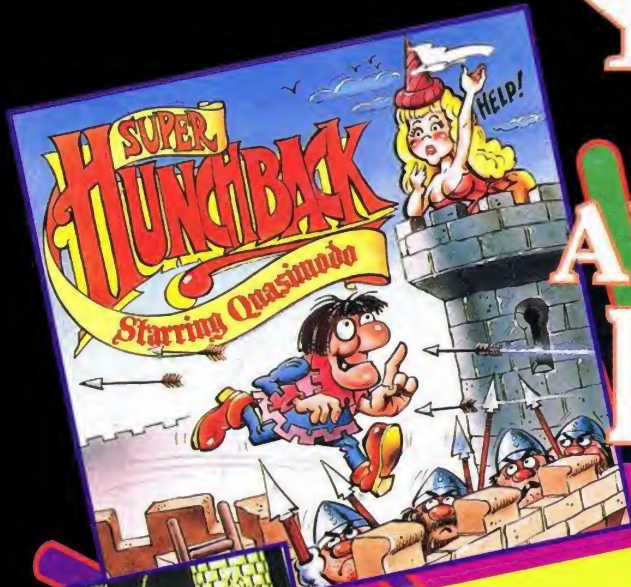
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